

AGE 12+

STAR WARS

MINIATURES



RULES

Star Wars® Miniatures

Starter Game Components

Rules booklet

6 prepainted plastic miniatures

(Obi-Wan Kenobi, Rebel Captain, Rebel Heavy Trooper;
Darth Vader, Elite Stormtrooper, Heavy Stormtrooper)

6 stat cards, one for each figure

Double-sided battle map

Damage and Force counters

20-sided die (d20)

Credits

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Based on the *Star Wars Roleplaying Game* by Bill Slavicsek, Andy Collins, and JD Wiker, utilizing mechanics developed for the new DUNGEONS & DRAGONS game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison, and the *Star Wars Miniatures Game* by Bill Slavicsek, Jonathan Tweet, Jeff Grubb, and Rob Watkins.

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www.starwars.com

Introduction

A long time ago in a galaxy far, far away . . .

The entire *Star Wars* universe forms the backdrop for this fast-paced, action-packed collectable miniatures game. With all the heroes, villains, droids, and aliens of the galaxy to choose from, you command forces that can sway the course of galactic history—or at least the next battle!

You pick your faction. You select your troops. You command your forces. And it's up to you to prove yourself against the competition in head-to-head action set in the fantastic *Star Wars* universe.

Three Ways to Play!

The ***Star Wars Miniatures*** game provides three distinct ways to enjoy your collection of miniatures.

Collect

Collect the *Star Wars* fantasy, from Jedi to Sith, droids to aliens, and more. ***Star Wars Miniatures*** Booster Packs, sold separately, provide more miniatures from all your favorite *Star Wars* eras. Look for Booster Packs for the Rebellion era of the classic film trilogy, the Rise of the Empire era of the prequel films, and other eras from the expanded *Star Wars* universe.

Battle

Challenge your friends to battle in any era to see whether the light side or the dark side will triumph. The ***Star Wars Miniatures*** game features fast-paced, action-packed game play to test the skills of new players and veterans alike.

Begin with the Quick Start game rules, using the miniatures included in this Starter Set. Then pick up Booster Packs to add more characters to your squad and use the advanced rules in this booklet to ramp up your battles.

Re-CREATE

Use your miniatures to relive your favorite *Star Wars* moments and to create new scenes for display, battle, or use with the *Star Wars Roleplaying Game*.

Quick Start Game Rules

The first section of this rulebook provides an overview of the game rules, fighting an introductory battle using the miniatures included in this Starter Set. Once you've gone through a Quick Start battle, you'll be ready to use the advanced rules, starting on page 13.

Obi-Wan Kenobi leads his squad of Rebel troopers into battle against Darth Vader and his remorseless stormtroopers. The fate of the galaxy is in your hands.

May the Force be with you!

Choose Sides

You and a friend are about to decide the fate of the galaxy—or at least the outcome of one significant battle! Each of you controls a group of characters (a **squad**): One player controls the Rebel squad, the other the Imperial squad.

Rebel Squad: Obi-Wan Kenobi, Rebel Captain, and Rebel Heavy Trooper.

Imperial Squad: Darth Vader, Elite Stormtrooper, and Heavy Stormtrooper.

Each of you chooses a side. If you both want to play the same side, roll the 20-sided die (the **d20**). The high roller chooses the appropriate squad.

How Do I Win?

You win by defeating all the characters in the enemy squad.

Setup

Unfold the **battle map** (the map on which you fight battles) and place it on a flat surface between you and your opponent. For your first battle, you should use the Korriban – Valley of the Dark Lords map.

Assemble Your Squad

Take the miniatures that make up your squad and the corresponding **stat cards** for those characters. (The pictures on the stat cards will help you match them up with their characters.) Place the 20-sided die (the **d20**) and the **damage** and **Force counters** where both players can reach them.

Starting Positions

The player controlling the Rebel squad places his characters in any open squares within 4 squares of one of the narrow edges of the battle map. Only 1 character can be in a square. Then the player controlling the Imperial squad places her characters, 1 per square, within 4 squares of the opposite narrow edge.

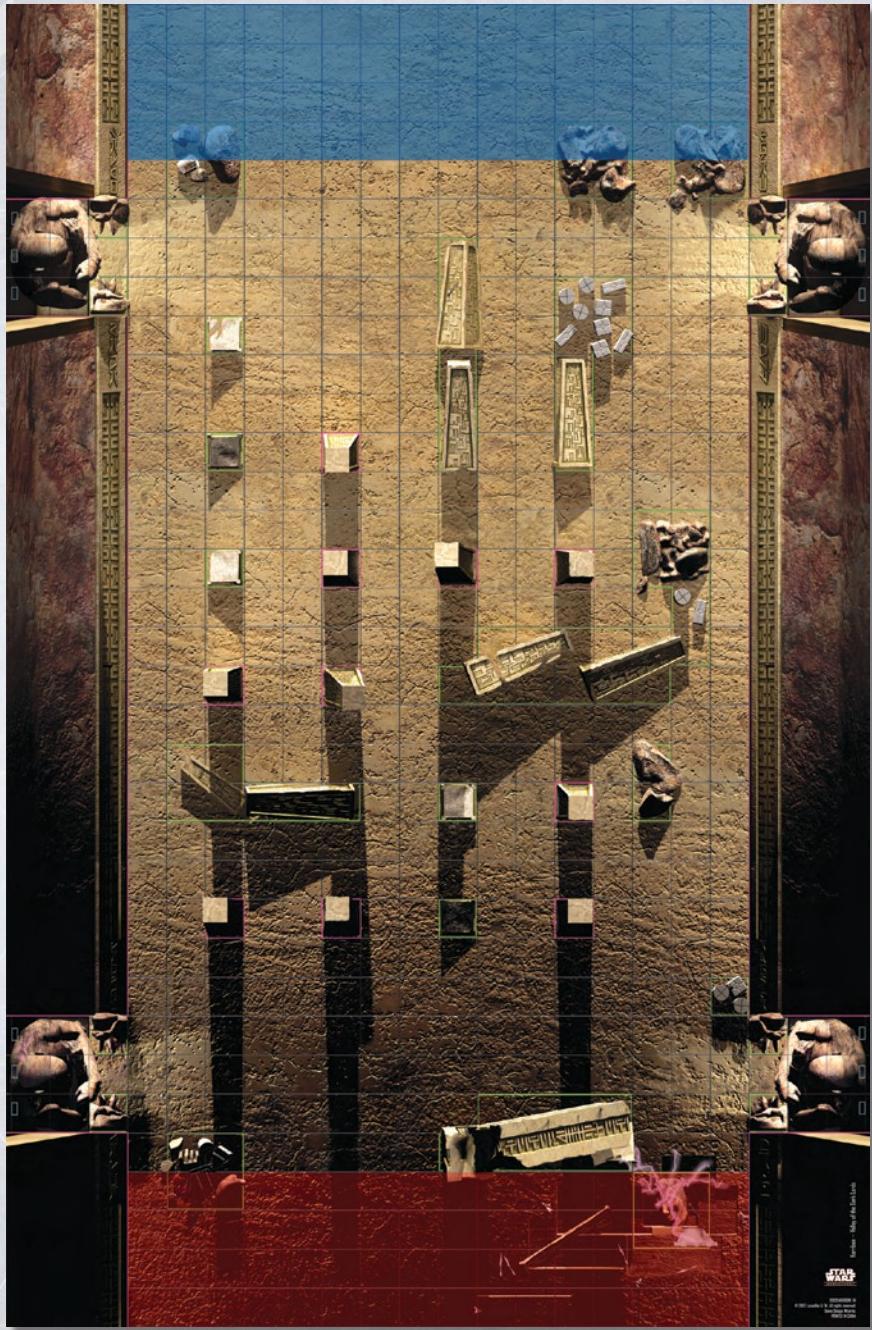
Who Goes First?

At the start of each round, both players roll the 20-sided die (**d20**) to see who goes first. This is called making an **initiative check**.

The player with the highest result decides who goes first in the round. If the results are the same (a tie), roll again.

Sometimes you'll want to go first; other times you'll want to see what your opponent is up to before committing your forces.



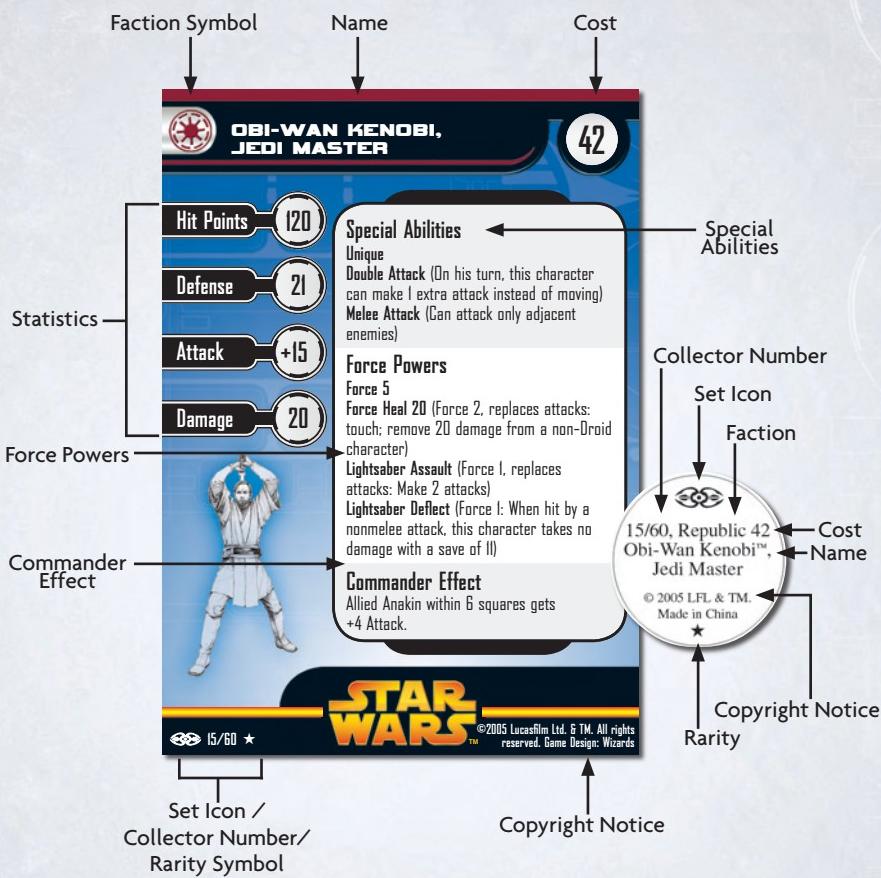


STAR WARS
The Empire strikes back

How to Read a Stat Card

Each miniature figure represents a character from the *Star Wars* universe. (These rules refer to all miniatures as “characters.”) Each character has a corresponding **stat card** that lists its game statistics.

Look at the stat card displayed below, from the *Revenge of the Sith* set.



Card Entries

Name: Match the name on each stat card to the name on the base of the miniature.

Faction: Your squad belongs to a specific **faction**, which corresponds to the sides participating in the battles that rage across the eras. Factions have an affinity for the light side or dark side of the Force and are described on page 15.

Each character's stat card has a symbol that identifies which faction it can fight for. Characters with the Fringe symbol can fight for any faction and so can be added to any squad.

Cost: This is the number of points you pay to add the character to your squad.

Statistics: This section provides information you need to play the game.

Hit Points represent how much damage a character can withstand before falling in battle. When a character's Hit Points are reduced to 0, the character is **defeated** and removed from the battle map.

Defense represents how hard the character is to **hit** in combat. An attacker must roll this number or higher to hit the character and deal **damage**.

Attack is a measure of how effective the character is in combat. When the character makes an **attack**, roll the d20 and add this number. If the result equals or exceeds the enemy's Defense, the attack hits.

Damage is how much damage the character deals when an attack hits.

Special Abilities: These include any special attacks, qualities, or limits a character has. Special abilities can override the general rules.

Force Powers: Some characters have a Force rating, a number of points they can spend to use Force powers. Using a Force power costs Force points, as described in the power's description. Characters with Force points can also use them to reroll bad rolls or to move faster. Some characters with Force ratings have no special Force powers but can still use their Force points to reroll or move faster.

Commander Effect: Some characters can help the rest of their squad, directing them, encouraging them, or coordinating their attacks. These effects are listed here.

Set Icon/Collector Number/Rarity Symbol: The icon tells you what set a figure belongs to, such as the *Alliance and Empire*™ set. (The miniatures included in this Starter Set don't have a special icon.) The collector number lists the miniature's order in the set, as well as the total number of miniatures the set contains.

The rarity symbol indicates how easy the miniature is to find. There are four levels of collectability: common ●, uncommon ♦, rare ★, and very rare ☀. (The miniatures in this Starter Set have no rarity symbols; each Starter Set contains the same characters.)

Flavor Text

Some stat cards include a brief description of the character's history and personality. This information follows the character's game abilities.

Rounds and Phases

Each **round**, you **move** (or "activate") the characters on your squad, according to the **phases** below.

Phase 1, First Player: Move 1 character, then another.

Phase 1, Second Player: Move 1 character, then another.

Phase 2, First Player: Move 1 remaining character, then another.

Phase 2, Second Player: Move 1 remaining character, then another.

Both players continue moving 2 characters at a time in this way until all characters have been moved.

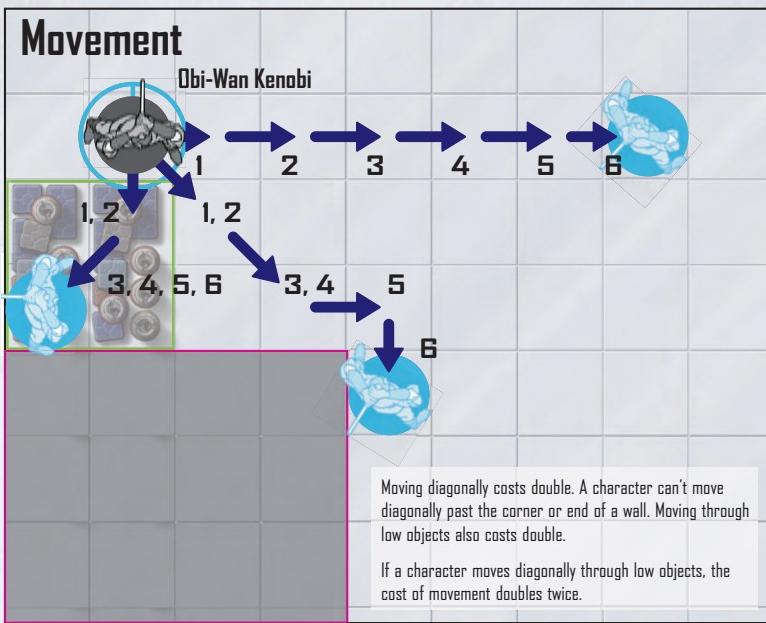
Each character can be moved only once in a round. When both players have moved all of their characters, the round ends. Make an initiative check for the next round.

If you have only 1 or 2 characters remaining, then you move characters only in the first phase of the round. You never move any character more than once in a round. To indicate that a character has been activated in a round, turn its stat card or change the direction the miniature is facing.

Move a Character

When you move a character, it takes its **turn**. On its turn, a character can do one of these things.

- Move up to 6 squares and then attack.
 - Attack and then move up to 6 squares.
 - Move up to 12 squares (and not attack).



MOVING

A character can move up to 6 squares and attack. If the character doesn't attack, it can move up to 12 squares.

Diagonal Movement: Moving diagonal costs double (each square counts as 2 squares).

Allies: A character can move through a square occupied by an **ally** (a character on your own squad).

Enemies: A character can't move through squares occupied by **enemies** (characters on your opponent's squad). If a character moves out of a square that's next to ("adjacent to") an enemy, the enemy can make an immediate attack against the moving character (see Attacks of Opportunity on page 23).

Battle Map Features: Walls (outlined in magenta) and pits (outlined in yellow) block movement. A door (light blue squares) opens when a character ends its turn next to it and closes if no one is next to it. It costs double to move into a square containing difficult terrain (outlined in yellow) or low objects (outlined in green). See Terrain on page 27 for more information.

Attacking

When a character attacks, choose an enemy character as the target and follow these steps.

Step 1. Roll the d20 and add the attacking character's Attack.

Step 2. If the total is at least as high as the target's Defense, the attack hits.

Step 3. If the attack hits, subtract the attacking character's Damage from the target's Hit Points. Use the counters in this Starter Game to keep track of damage.

Attack Roll: d20 + Attack number

A total equal to or greater than Defense is a hit.

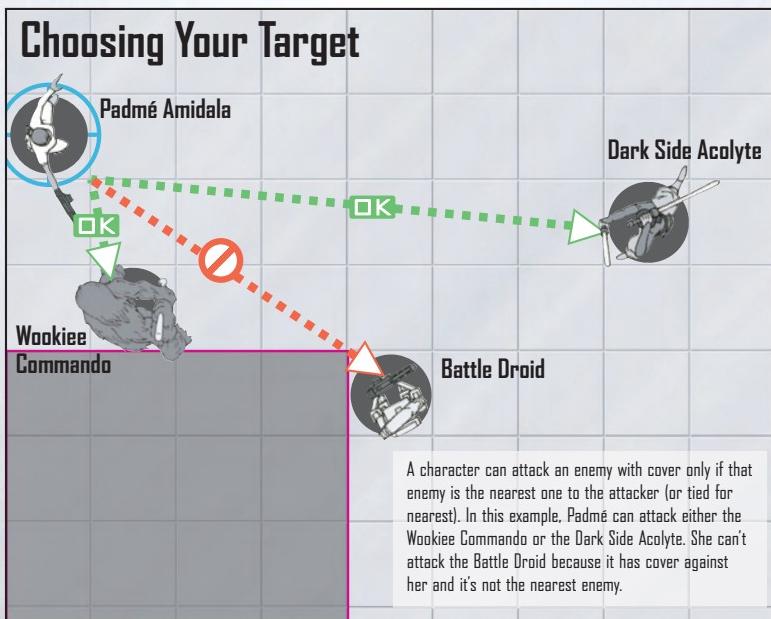
A hit deals damage, which reduces Hit Points.

For example, Darth Vader attacks Obi-Wan Kenobi. The Imperial player rolls 1d20 and adds 14 for Vader's Attack (assuming no other modifiers come into play). The die comes up 12, for a total of 26. Obi-Wan Kenobi's Defense is 19, so that's a hit. Vader's Damage is 20, so Obi-Wan loses 20 Hit Points. He drops from 100 to 80.

Reduced to 0 Hit Points: When a character's Hit Points drop to 0 or lower, it is **defeated** and removed from the battle map.

Choosing Your Target

Before making an attack, choose which enemy the attacking character (attacker) is targeting.



Line of Sight: The attacker must be able to see the enemy. See Line of Sight, below.

Cover: A character can't target an enemy who has cover unless that enemy is the closest enemy. See Cover on page 11.

Determining Range: Count squares for determining range, and the closest target, as you would count squares for movement (although terrain that slows movement does not affect the distance). See Moving on page 8.

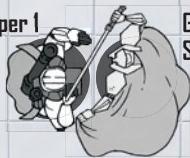
Adjacent Enemies: If enemies are adjacent to the attacker, it must target one of those enemies.

Adjacent Enemies



Clone Trooper 2

Clone Trooper 1



General Grievous,
Supreme Commander

Super Battle Droid



If one or more enemies are adjacent to an attacking character, the attacker must choose one of those enemies as the target. In this example, Clone Trooper 1 can't attack the Super Battle Droid because General Grievous, Supreme Commander is adjacent to him.

A character can attack an enemy with cover only if that enemy is the nearest one to the attacker (or tied for nearest). In this example, the Super Battle Droid can attack either Clone Trooper 1 or Clone Trooper 2. General Grievous, Supreme Commander gives cover to Clone Trooper 1 (+4 bonus to Defense), but since Clone Trooper 1 and Clone Trooper 2 are both 5 squares away from the Super Battle Droid, the Super Battle Droid can choose to attack Clone Trooper 1 anyway.

Line of Sight

Generally, a character can target any enemy (the defender) it can see. Seeing a defender is determined by finding **line of sight**.

Draw an imaginary line from any point in the attacker's space to any point in the defender's space. If the player who controls the attacking character can draw that line without touching a wall, that character has line of sight to that defender. A line that nicks a corner or runs along a wall does not provide line of sight.

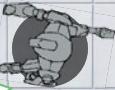
Only walls, closed doors, and big objects that count as walls block line of sight. Characters, low objects, difficult terrain, and pits do not block line of sight.

Line of Sight

General Grievous, Supreme Commander



Super Battle Droid



Clone Trooper

Two characters have line of sight to (can see) each other if there's at least one clear line between their spaces. A line that nicks a corner or runs along a wall does not provide line of sight. In this example, the Clone Trooper can see the Super Battle Droid but not General Grievous, Supreme Commander.

A character needs line of sight to an enemy to attack that enemy. The Clone Trooper can attack the Super Battle Droid but not General Grievous, Supreme Commander.

Cover

Characters and certain kinds of terrain, such as low objects and walls, can provide **cover** against attacks. A character can attack an enemy with cover only if it's the nearest enemy. If the attacker can attack that enemy, the enemy gets a +4 bonus to its Defense for having cover.

To determine whether an enemy has cover, the player who controls the attacking character chooses a corner of a square in the attacker's space. If any line traced from this point to any point in the enemy's space passes through a character, a wall, or a square that provides cover, the enemy has cover.

For more about cover, see page 19.

Special Abilities

Special abilities on these characters' stat cards are described below.

Deadeye: If the Rebel Captain doesn't move any distance on his turn, he deals an extra 10 damage when he hits.

Double Attack: If Darth Vader or Obi-Wan starts his turn next to an enemy and doesn't move away, he can attack twice. After his first attack, he can decide whether to move or to attack a second time.

Heavy Weapon: A Rebel Heavy Trooper or Heavy Stormtrooper can't attack and move any distance in the same turn.

Melee Attack: Darth Vader and Obi-Wan fight with lightsabers, so they can attack only enemies who are next to them (diagonal is okay).

Twin Attack: Whenever the Rebel Captain attacks an enemy, he immediately gets another "free" attack against the same target.

Unique: This special ability doesn't matter in the Quick Start game. (If you want to know more about this special ability, see the glossary entry on page 54.)

Force Points

Darth Vader and Obi-Wan have Force points that let them do special things. A character with Force points can spend 1 Force point to either:

- **Reroll** an attack that the character has just made; **or**
- **Move 2 extra squares** on its turn (as part of its movement).

Once Force points are spent, they are gone for the rest of the game. A character can spend Force points only once per turn.

Named Force Powers

Obi-Wan Kenobi: Obi-Wan has three named Force powers. He can use them as long as he has Force points to spend (he starts with 5 Force points).

Force Spirit 8: This Force power doesn't come into play in the Quick Start game.

Force Heal 20: Instead of attacking, Obi-Wan can spend 2 Force points and remove 20 damage from himself or from an adjacent ally. He can't heal an ally who has been defeated.

Lightsaber Sweep: Instead of attacking normally, Obi-Wan can spend 1 Force point to attack each adjacent enemy once. He spends the Force point before making the first attack.

Darth Vader: Vader has three named Force powers. He can use them as long as he has Force points to spend (he starts with 4 Force points).

Force Burst: If Darth Vader does not move or take any other actions on his turn, he can spend 2 Force points to deal 10 damage to all other characters (enemies and allies alike) within 6 squares. Count around walls and closed doors.

Sith Grip: Instead of attacking normally, Vader can spend 2 Force points to deal 20 damage to any enemy within line of sight.

Sith Rage: Darth Vader can spend 1 Force point at any time (even when making an attack of opportunity) to deal 10 more damage on all attacks he makes that turn. He spends the Force point before making the first attack.

Commander Effects

The Rebel Captain has a commander effect. Any Rebel ally in his squad that has the word "Trooper" in its name gets the Twin Attack special ability (see the definition above).

Advanced Game Rules

This section provides additional rules to expand your miniatures battles (also called **skirmishes**).

Characters

In a skirmish, one player builds a squad associated with the light side of the Force, the other a squad attuned to the dark side. (See page 31 for other play options.)

Eras

The *Star Wars* saga stretches across the years, collected into several broad eras. Before you build a squad, you and your opponent need to choose one of those eras. That choice will determine the Light Side faction and Dark Side faction.

For example, if you want to play with the *Alliance and Empire* expansion, you could select the Rebellion era (see the table of eras and factions under Choosing a Faction, on page 15). See Scenarios and Play Options on page 31 for ways to combine factions from different eras.

The Old Republic

Thousands of years before the Galactic Civil War, the Sith revealed themselves to the galaxy. This is the period of the Great Hyperspace War and the Sith Wars, when the Jedi led the forces of the Old Republic against the dark-side hordes of the Sith, and the dreaded Mandalorian warriors swore allegiance to the dark side.



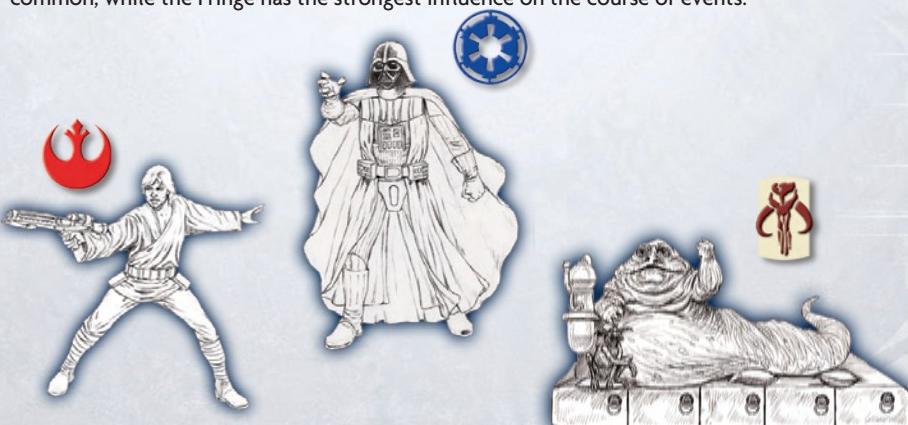
Rise of the Empire

The era of the prequel films (*The Phantom Menace*, *Attack of the Clones*, *Revenge of the Sith*), this is the period in which Palpatine transforms the Republic into the Empire. It is here that the Clone Wars rage, when Jedi and clone troopers fight to preserve the Republic, while the Separatist forces (manipulated by the dark side) seek to overthrow the ancient government. The first true forces devoted to the Empire appear late in this era to battle the crumbling Republic.



The Rebellion Era

The era of the classic film trilogy (*A New Hope*, *The Empire Strikes Back*, *Return of the Jedi*), this is the period of the Galactic Civil War. The mighty war machine of the Empire oppresses the galaxy, while the Rebel Alliance attacks from secret bases to restore freedom and break the tyrannical Imperial grip. Here, Force users are rare and stormtroopers common, while the Fringe has the strongest influence on the course of events.



The New Republic

This era picks up where *Return of the Jedi* ends and portrays a galaxy trying to rebuild after a long civil war. The Rebel Alliance becomes the New Republic, facing challenges from the remnants of the Empire that refuse to give up despite the deaths of the Emperor and Darth Vader.

The New Jedi Order

Twenty-five years after the fall of the Empire, Luke Skywalker leads a new order of Jedi Knights. When invaders from beyond the borders of known space appear, the galaxy faces a threat unlike any it has known before. Now the New Republic and its Jedi defenders must team up with the remnants of the Empire to oppose the alien and relentless forces of the Yuuzhan Vong.



Choosing a Faction

When building a squad, first choose the faction the squad belongs to. Each character's stat card gives its game statistics, including a faction symbol that shows which faction it can fight for.

ERA	LIGHT SIDE FACTIONS	DARK SIDE FACTIONS
Old Republic	Old Republic	Sith, Mandalorian
Rise of the Empire	Republic	Separatists, Empire
Rebellion	Rebel Alliance	Empire
New Republic	New Republic	Empire
New Jedi Order	New Republic, Empire	Yuuzhan Vong

Fringe characters can be added to any faction, in any era.

Squad Construction

As in the Quick Start battle, one player builds a squad associated with the light side of the Force, the other a squad attuned to the dark side. Instead of just using the characters in the Starter Set, you can customize your squad with additional characters from *Star Wars Miniatures* Booster Packs.

After choosing a faction that corresponds to the era you wish to play, start selecting characters to fight in your squad. In a standard scenario, you can spend up to 100 points to build your squad.

SAMPLE REBEL ALLIANCE SQUAD

Character	Cost
Obi-Wan Kenobi	38
Rebel Captain	21
Heavy Rebel Trooper	11
6 Rebel Trooper	30
Total Cost 100	

Squad-Building Etiquette

Construct your squad in secret, using the stat cards. Don't identify which characters you're using yet; just keep your hand of stat cards ready.

You reveal your squad when setting up the battle map.

THE RIGHT SQUAD FOR THE RIGHT BATTLE

Squads have different strengths and weaknesses, depending on the mix of characters and the factions they belong to. Try creating several different squads and get a feel for how they play. Each rewards different strategies and tactics. One might consist of a large number of low-power characters, another could feature a few very powerful characters, while a third combines the two combat styles in some unique manner. The more combinations you try, the more tricks and tactics you learn—and the more you'll win!!

Assemble Your Squad

Both players reveal their squads. The Dark Side player sets up his squad within 4 squares of one narrow edge of the battle map. The Light Side player sets up her squad within 4 squares of the opposite edge of the battle map.

The Dark Side squad sets up first, then the Light Side squad. After you set up your squads, roll for initiative to start the skirmish.

Expanded Skirmish Rules

The following pages expand on the basic rules presented in the Quick Start battle.

How to Win

You win by defeating all the enemy characters. (Other scenarios and ways to win start on page 31.)

Tie-Breaker: If no character has damaged an enemy character, made an attack roll, or forced an enemy character to make a save for 10 rounds in a row, total up the points for characters that have been defeated. The player who has defeated the most points' worth of characters is the winner. If players are tied, the winner is the player who has a character closest to the center of the battle map. If players are still tied, the player with the highest-cost character nearest the center of the map is the winner.

Rounds, Phases, and Turns

A skirmish is played in **rounds**. Each round, players **activate** the characters on their squads, each activating 2 characters per **phase**. Each character can be activated only once in a round. When a character activates, that is the character's **turn**.

A round ends when all players have activated all their characters once. Then a new round begins with a new initiative check.

Activating Characters

When you activate a character, it takes its turn. On its turn, a character can do one of the following things.

- Move and then attack (or use an ability that replaces attacks).
- Attack (or use an ability that replaces attacks) and then move.
- Move up to double speed.
- Use an ability that replaces turn.

Move: Most characters have a speed of 6 squares. If a character moves a different number of squares, its stat card has a Speed entry.

Some special abilities (see page 25) can modify a character's movement options. For example, Mobile Attack allows a character to move a portion of its speed, attack (or use an ability that replaces attacks), and then continue moving.

Replaces Attacks: Sometimes a special ability or Force power "replaces attacks." In this case, a character can use that special ability or Force power instead of making its usual attack.

Replaces Turn: Sometimes a special ability or Force power "replaces turn." In this case, a character that uses the special ability or Force power cannot take any other actions on its turn, such as moving or attacking.

Movement

Special rules apply to moving characters in certain situations.

Corners: A character can't move diagonally past the corner or end of a wall that extends to a square's corner (see Walls on page 28).

Battle Map Features: Features on the battle map can affect movement. See Terrain on page 27 for additional details.

Low Objects: It costs double to move into a square with low objects. (Moving diagonally into a square containing low objects costs 4 times as much.)

Difficult Terrain: It costs double to move into a square containing rubble, broken ground, or other difficult terrain.

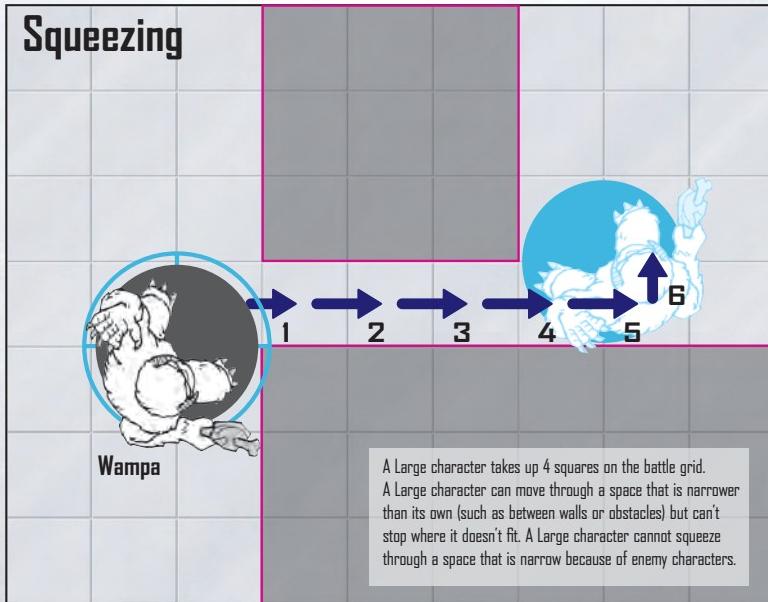
Walls and Pits: Walls and pits block movement. Some big objects count as walls.

Doors: Doors act like walls while closed and have no effect while open.

Big Characters and Moving

Some characters, such as the Wampa, the Rancor, and the AT-ST, are larger than human-sized characters and take up larger spaces. Such big characters pay the extra costs for moving into low objects or difficult terrain if any part of their space moves into such a square. They cannot move if any part of their space would move into a square containing an enemy.

Squeezing: Big characters can squeeze through small openings and down narrow hallways that are at least half as wide as their normal space (rounding up to 2 squares for Huge characters), provided that they end their movement in an area that they can normally occupy. Big characters can't squeeze past enemies. Some very big droids and vehicles can't squeeze at all.



Attacking

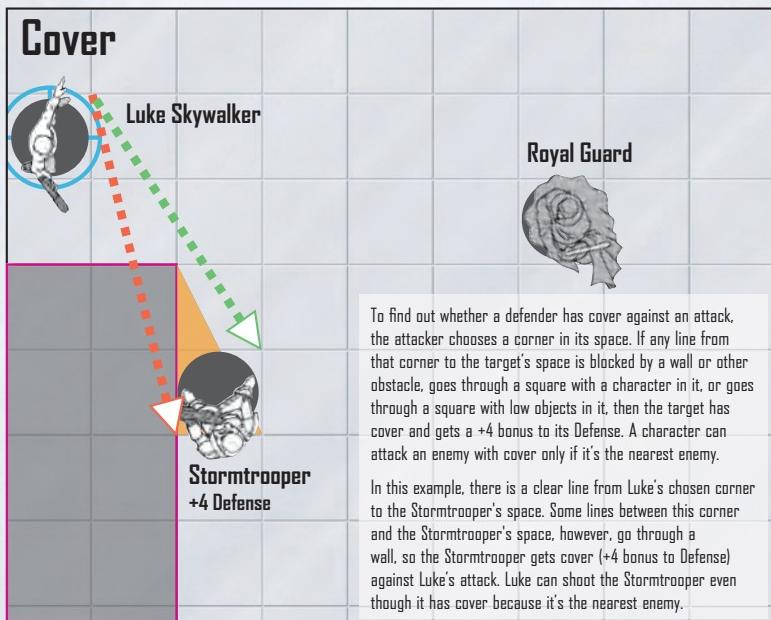
Some characters in the *Star Wars* universe attack with blasters, others use vibro weapons, and others wield lightsabers. When a character attacks an enemy, you choose your target, make an attack roll, and, if the attack roll hits, deal damage.

Cover

Characters and certain kinds of terrain, such as low objects and walls, can provide cover against attacks. An enemy does not have cover if the line runs along or touches the edge of a wall or other square that would otherwise provide cover.

No matter how many terrain features or characters provide a character with cover, it gets the +4 bonus to Defense just once. A character never has “double cover.”

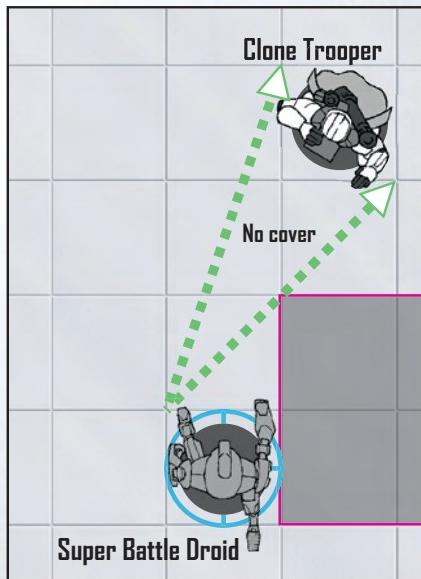
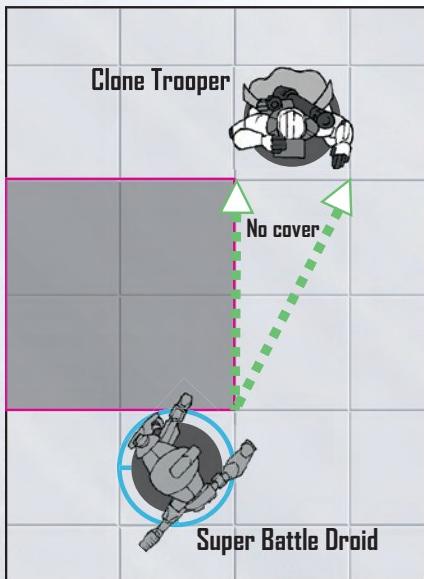
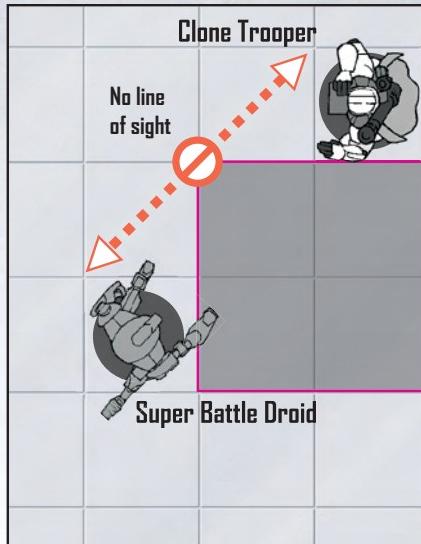
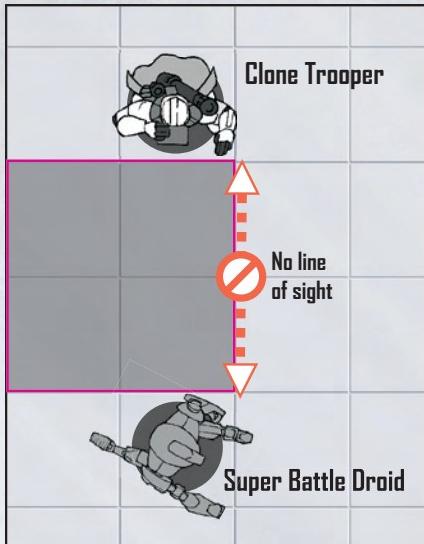
An adjacent enemy never has cover.



Low Objects and Cover: Low objects provide cover to characters in those squares. However, an attacking character ignores low objects in its own space and adjacent squares. Low objects in the attacker's space and in adjacent squares don't provide cover to enemies. The attacker can “shoot over them.”

Characters and Cover: Characters provide cover, whether they're allies or enemies.

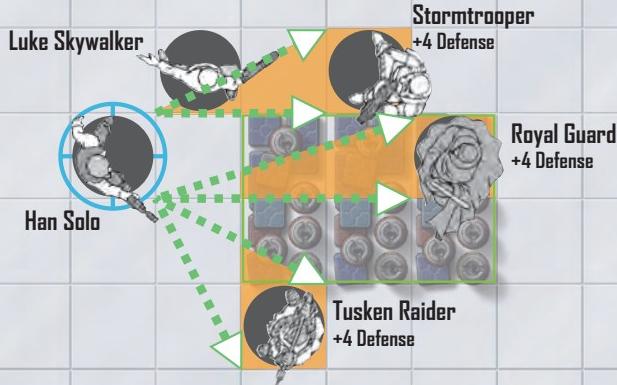
Cover and Line of Sight



A line that runs along a wall or that nicks a corner of a wall does not provide line of sight. But if some other line does provide line of sight, a line that runs along a wall or that nicks a corner also does not grant cover.

When determining line of sight or cover, don't count lines that run along walls or that nick corners.

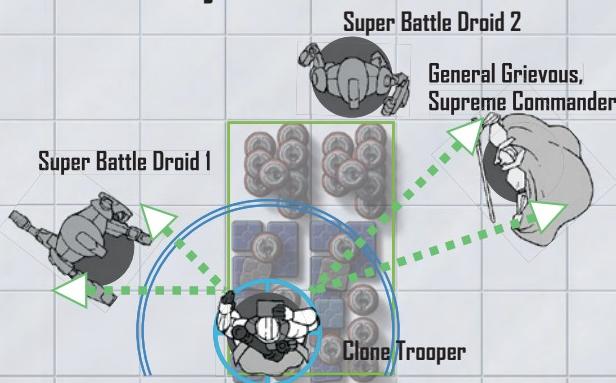
Cover from Low Objects 1



If a line from the attacker's chosen corner to the defender's space passes through a square containing low objects or another character, the defender has cover (+4 bonus to Defense).

In this example, Han Solo can attack one of the three enemies. The low objects provide cover to the Royal Guard and Tusken Raider. Luke provides cover to the Stormtrooper. Since these three enemies are equally close to Han, he can shoot any one of them even though they have cover.

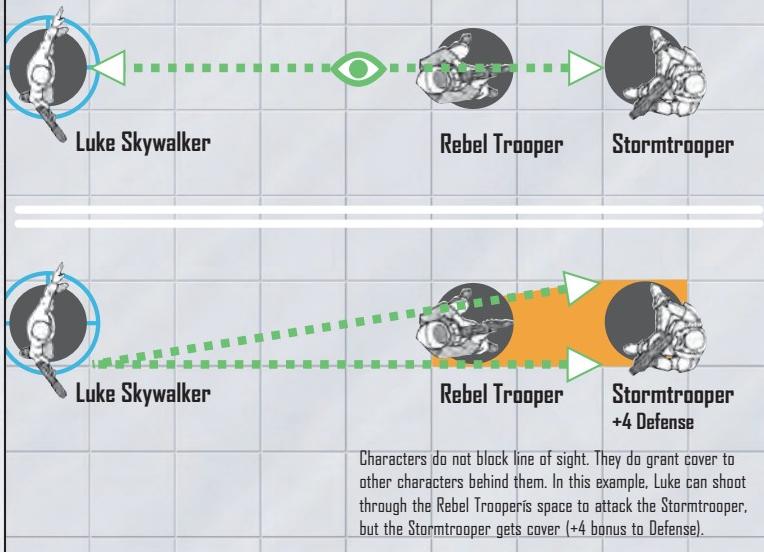
Cover from Low Objects 2



When checking to see whether the target of an attack has cover, the attacker can ignore low objects in its own space and in adjacent squares. Low objects in these squares don't provide cover to enemies.

In this example, the Clone Trooper can attack either Super Battle Droid 1 or General Grievous, Supreme Commander. Neither enemy has cover against his attack. Super Battle Droid 2, however, has cover from the low objects. Since Super Battle Droid 2 has cover and is not the nearest enemy, the Clone Trooper can't shoot that character. If Super Battle Droid 2 shot the Clone Trooper, he would have cover (+4 bonus to Defense) from the low objects in his square.

Shooting past Characters



Attack Rolls

When making an attack, first make an attack roll and then, if the attack hits, deal damage.

Natural 20 is a Critical Hit: If you roll a natural 20 when making an attack roll (a roll of 20 on the die, regardless of modifiers), the attack automatically hits, no matter how high the defender's Defense. In addition, it is a **critical hit** and deals double damage. Droid characters are immune to critical hits and do not take double damage, but a natural 20 still hits automatically.

Natural 1 is an Automatic Miss: If you roll a natural 1 when making an attack roll (a roll of 1 on the die, regardless of modifiers), the attack automatically misses, no matter how high the bonus on the attack roll is.

Attacking Allied Characters: A character can't attack an allied character. This restriction doesn't prohibit the use of special abilities and Force powers that also harm allies caught in their area—only attacks.

Combined Fire

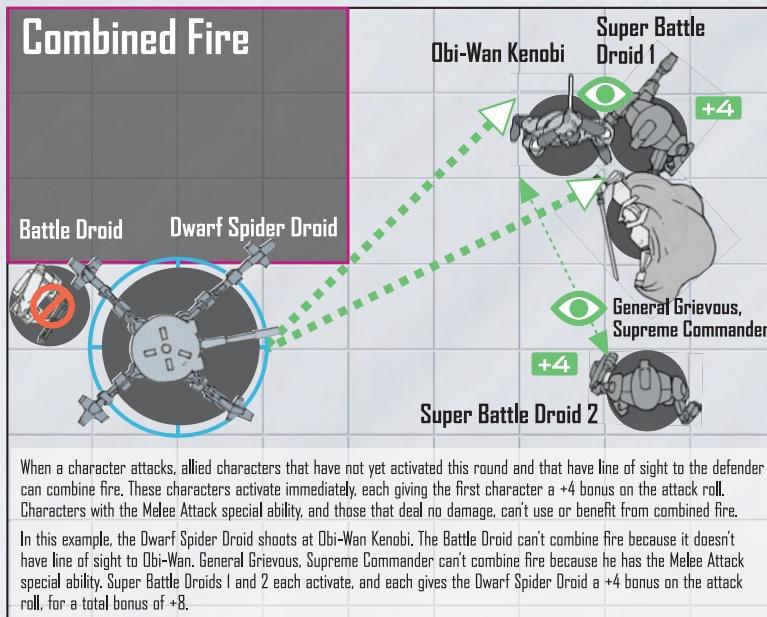
Multiple characters can pool their attacks in **combined fire**. When a character makes an attack on its own turn, allied characters that have not yet activated this round can combine fire to aid in the attack. These allied characters must have line of sight to the target. Characters with the Melee Attack special ability, or characters who deal no damage, cannot use or benefit from combined fire.

These allied characters activate immediately, giving the attacker a +4 bonus to Attack for each character activated in this fashion. The characters don't do anything with their activation other than grant the combined fire bonus, and they can't activate again that round. They give up their turns for the round to aid in the attack. Characters activating to combine fire do not count against your limit of activations for the phase (normally 2).

You can't combine fire on an attack of opportunity.

Decide before Attack: You have to decide which allies combine fire before making the attack roll. You can't make the attack roll and then decide how many allies help out.

Single Attack: The bonus from combined fire is good only for a single attack. If a character has a special ability that lets it make more than one attack on its turn, the bonuses are good only for the attack they apply to. (You can still combine fire with different allies on a later attack.)



Attacks of Opportunity

If an enemy moves out of a square adjacent to a character, that character can make a single, immediate attack against that enemy (even if the character has already activated this round). This is called an **attack of opportunity**.

One Per Turn: There is no limit to the number of attacks of opportunity a character can make in a round, but it can make only one during a given character's turn.

Attack is Optional: A character does not have to make an attack of opportunity when one is available.

Timing: A character makes an attack of opportunity in response to an enemy's movement. The attack takes place when the enemy is about to leave the adjacent square, but before it actually does. Pause the movement and make the attack; if the enemy is not defeated, it continues moving.

Single Attack: An attack of opportunity is a single attack. Even characters with special abilities that allow them to make additional attacks can make only one attack of opportunity.

Walls: Two characters are adjacent only if they have line of sight to each other. If two characters are on opposite sides of a wall, they aren't adjacent, so neither can make attacks of opportunity against the other.

"Replaces Attacks": Some special abilities take the place of attacks. They cannot be used in place of attacks of opportunity.

Special Abilities and Attacks

Sometimes a special ability deals damage, or it adds to the damage dealt by an attack. See the description of the special ability in the glossary at the end of this rulebook for its effects.

Some special abilities allow a character to make additional attacks in a single turn. Roll for each attack separately: If you defeat one enemy, you can target another enemy with any remaining attacks.

Melee Attack: Characters with the Melee Attack special ability can attack only adjacent enemies. Characters with Melee Attack cannot use combined fire, either to gain a bonus or to give a bonus to another character.

Special Abilities, Force Powers, and Commander Effects

Some characters have special abilities, Force powers, and commander effects listed on their stat cards. Look in the glossary for specific rules.

Special abilities, Force powers, and commander effects all have some rules in common.

Replaces Attacks: Many special abilities and Force powers allow a character to use them anytime during its turn, and their use doesn't prevent that character from being able to attack during that turn. If using a special ability or Force power replaces attacks, this fact is noted in the ability's rules text on the stat card and in the definition in the glossary at the end of this booklet. Special abilities and Force powers that replace attacks can be used only on the acting character's turn, not in place of an attack of opportunity.

Replaces Turn: Some special abilities and Force powers replace a character's entire turn. A character can't do anything else that turn, not even move.

Targets: When you choose an enemy as a target for a special ability, Force power, or commander effect, use the same rules as for attacks (see Choosing Your Target on page 9).

Simultaneous Effects: If several effects happen at the same time, play them out one after the other. Usually it doesn't matter what order these effects happen in. If it does matter, use the following rules.

Player's Choice: If several effects apply to one player's character or characters, that player determines the order.

Acting Player First: If the effects apply to more than one player's characters, the acting player (the one whose character is doing something) goes first.

Save: Many special abilities and Force powers require a character to **save** against a listed number to avoid or reduce an adverse effect. Roll the d20. If the result of the roll equals or exceeds the listed number, the save succeeds. As with attacks, a roll of natural 20 on a save is an automatic success, and a roll of natural 1 is an automatic failure.

Saves are not optional, and characters cannot voluntarily choose to fail them.

Example of Combat

For this example, the Dark Side player controls Darth Vader, the Elite Stormtrooper, and the Heavy Stormtrooper. The Light Side player controls Obi-Wan Kenobi, the Rebel Captain, and the Rebel Heavy Trooper. The battle has just begun.

It's the Dark Side player's phase of the turn (she won initiative at the start of the round). As one of her activations for the phase, she activates her Heavy Stormtrooper, hoping to attack Obi-Wan Kenobi.

Movement: Obi-Wan Kenobi is around the corner of a wall. The Heavy Stormtrooper has line of sight to Obi-Wan, but the wall grants cover. The Dark Side player could move the Heavy Stormtrooper to get a clearer shot, but if she did so, the Heavy Stormtrooper would not be able to attack (the Heavy Weapon special ability allows the character to do one or the other, but not both on the same turn). She elects not to move the Heavy Stormtrooper.

Target: The Heavy Stormtrooper chooses Obi-Wan Kenobi as the target of the attack. Because Obi-Wan has cover, he gets a +4 bonus to Defense, raising it to 24 from 20. (Having cover also means that the Heavy Stormtrooper can attack Obi-Wan only if he is the closest enemy.)

Combined Fire: Before making the attack roll, the Dark Side player decides to include the Elite Stormtrooper in the attack. That character has line of sight to Obi-Wan. He activates immediately to give the attacking Heavy Stormtrooper a +4 bonus on the attack roll.

Attack Roll: The Dark Side player makes the Heavy Stormtrooper's attack roll. She rolls the d20, which comes up 15. The player adds +6 for the Heavy Stormtrooper's Attack and +4 for combined fire, for a total of 25. Obi-Wan's Defense is 24, so that's a hit.

Damage: The Heavy Stormtrooper has a Damage rating of 30, so Obi-Wan takes 30 points of damage. He started with 100 Hit Points, so he has 70 left.

After the attack, the Dark Side player can still activate Darth Vader this turn. The immediate activation to combine fire means that the Elite Stormtrooper can't take any other actions this round, but he does not count against the player's activations in that phase.

Using Special Abilities

Most special abilities are automatic. They either always work, or they work under certain conditions. For example, a Wookiee Scout has Momentum (+4 Attack and +10 Damage against adjacent enemies if he moves at least 1 square) and Stealth (doesn't count as the nearest enemy for distant attackers). If you're activating the Wookiee Scout, you don't have to choose whether to use a special ability, and you don't have to choose between them. Both abilities work whenever you need them to.

Force Points and Force Powers

Some characters have access to the Force and can use it for a number of effects. These characters have Force points (and a Force rating on their stat cards).

Reroll: A character can spend 1 Force point to reroll an attack or save that it has just made. You can even reroll a natural 1 on an attack (normally an automatic miss). You must take the result of the second roll, even if it's worse.

Since an initiative check affects a whole squad, not just an individual character, you can't spend a Force point to reroll initiative.

Move Faster: A character can spend 1 Force point to move 2 extra squares on its turn. This extra distance is added onto the character's regular move. Obi-Wan Kenobi, for example, can use this option to move 8 squares and attack or move 14 squares without attacking. He can't, however, move 6 squares, attack, and then spend 1 Force point to move another 2 squares.

Named Force Powers: A character can spend Force points to use a Force power listed on its stat card. The Force power's rules text states how many Force points it costs to use.

Spending Force Points: When a character spends Force points, they're gone for the rest of the skirmish. Use them wisely.

Once per Turn: A character can spend Force points only once per turn. However, it can spend Force points during other characters' turns, if appropriate, and can do so multiple times in a round (if it has enough Force points).

Example: Obi-Wan Kenobi starts with 5 Force points. On his turn, he uses 1 Force point to move 8 squares and end up adjacent to several enemies. He's down to 4 Force points. He wants to attack all the adjacent enemies, but he can't use his Lightsaber Sweep Force power to do so, because he's already spent Force points this turn. He can attack just one enemy instead. After his turn is over, an enemy takes its turn and targets Obi-Wan with Grenades. Obi-Wan fails his save. Since it's another character's turn, he can spend 1 Force point to reroll his failed save.

Timing: Some Force powers can be used in response to an event, such as an enemy's attack. Using a Force power in this way is an immediate action and does not require the character using it to activate. Occasionally a Force power affects something outside a character's actions (such as Anticipation, which allows an initiative reroll). Again, this does not activate the character; spend the Force points at the appropriate point in the round.

Force points must be spent when the Force power is resolved. You cannot spend points ahead of time and have the power "stored" for later use.

Commander Effects

Some characters are able to influence allies on the battlefield. These characters have commander effects. Commander effects do not normally affect Droid or Savage characters.

Terrain

The battle maps included in this Starter Game feature a variety of terrain. Terrain can affect movement, line of sight, and cover.

Squares and Edges: Different kinds of terrain have color-coded borders to remind you to treat the whole square or edge as that terrain, to make it clear what sort of terrain it is, and to indicate which corners can be crossed diagonally. Terrain applies to an entire square or edge if the color-coded borders extend to the corners of that square or edge. For example, the image of a pillar (which counts as a wall) might not fill a whole square, or it might spill across a border into another square, but for game purposes, only the indicated square is treated as containing a wall. All squares inside a larger bordered space count as that kind of terrain.

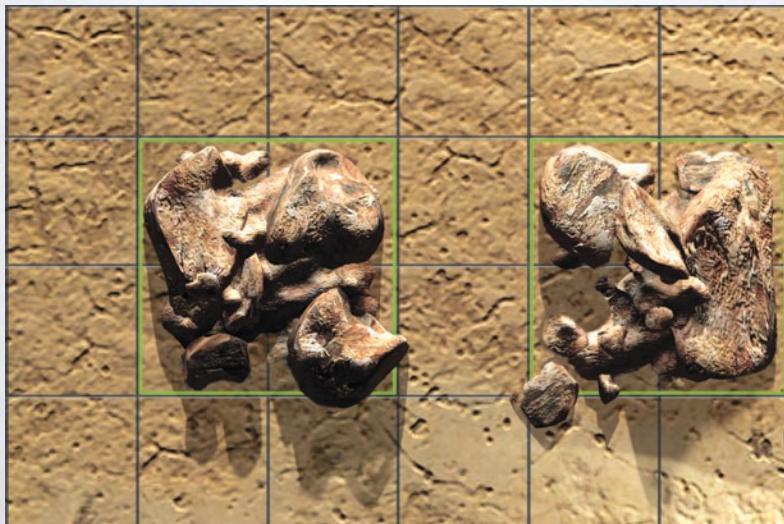
Low Objects

Computer terminals, chairs, piles of stone, and similar obstacles are collectively referred to as low objects. A square containing low objects has a green outline.

Movement: It costs twice as much to move into a square containing low objects. This means it counts as 2 squares, or 4 squares if moving diagonally.

Line of Sight: Low objects do not block line of sight.

Cover: Low objects provide cover. The attacking character ignores low objects in the space it occupies and in adjacent squares for determining cover.



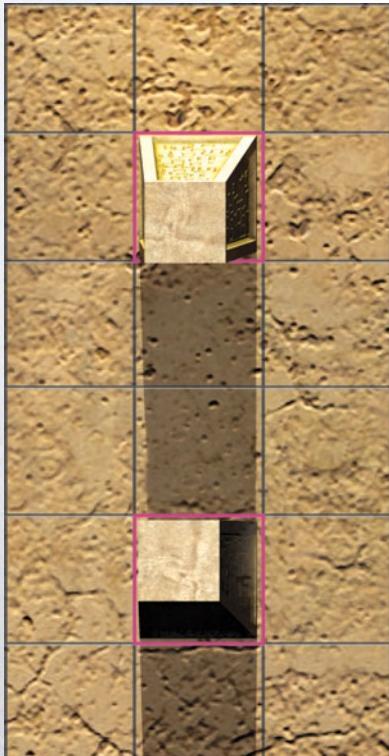
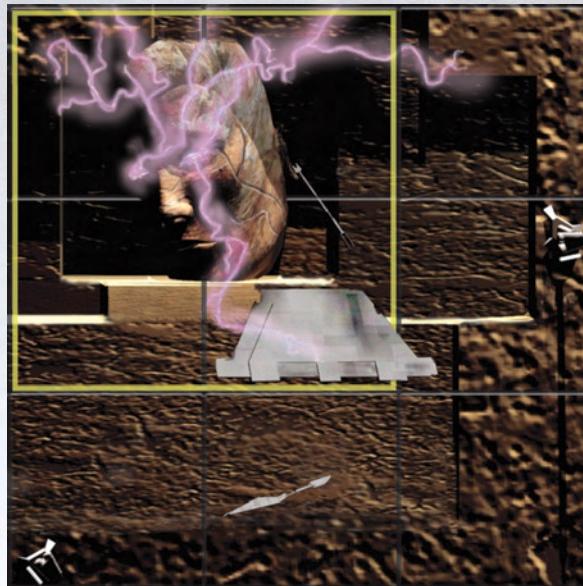
Difficult Terrain

Broken ground, buckled deck plating, and similar obstacles are collectively referred to as difficult terrain. A square containing difficult terrain has a yellow outline.

Movement: It costs twice as much to move into a square containing difficult terrain. This means it counts as 2 squares, or 4 squares if moving diagonally.

Line of Sight: Difficult terrain does not block line of sight.

Cover: Difficult terrain does not provide cover.



Walls

Walls are high objects that separate squares. Some very large objects, such as pillars and statues, are high enough to be considered walls. An edge that's a wall has a magenta line along it.

Movement: Characters cannot move through walls. They cannot move diagonally across a wall corner if its color-coded border extends to that corner.

Line of Sight: Walls block line of sight. Characters on opposite sides of a wall are not adjacent.

Cover: Walls can provide cover (when they don't block line of sight).

Shooting Around Corners

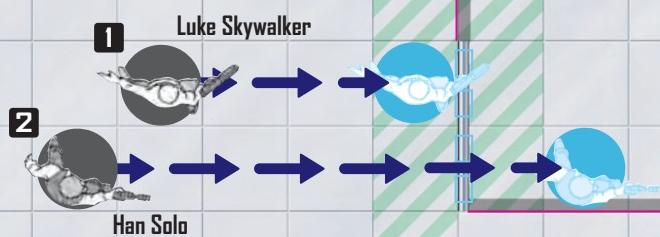


A character can usually shoot around a nearby corner at no penalty. In this example, Padmé and the Battle Droid have line of sight to each other. Remember, you only need a single clear line from one character's space to another's to get line of sight.



To determine whether a defender has cover against an attack, the attacker chooses a corner in its space. If all the lines to the defender's space from this point are clear, then the defender doesn't have cover. In this example, Padmé can shoot around the corner, and the Battle Droid has no cover. If the Battle Droid shot Padmé, Padmé would get cover (+4 bonus to Defense).

Doors



A door acts like a wall when there is no character next to it. If a character ends its turn next to a door, the door is now open, as if it's not there. The door remains open until a character's turn ends with no character adjacent to it.

In this example, (1) Luke moves to a square adjacent to the door (any of the shaded squares) but can't go through it. At the end of Luke's turn, the door opens. (2) Han then moves freely through the open door.

Doors

Doors can open and close during the course of a skirmish. An edge that's a door has a series of blue rectangles along it. Doors are closed and considered walls unless they are open.

Opening a Door: A door becomes open at the end of any character's turn when a character is adjacent to the door. An open door has no effect on movement, line of sight, or cover. (It's effectively not there anymore.)

Closing a Door: A door remains open until a character's turn ends with no character adjacent to it, at which point it becomes closed.

Pits

Pits are deep holes plunging into the depths of a planet or starship. A square that counts as a pit has an orange outline.

Movement: Characters cannot move into a square containing a pit unless they have the Flight special ability. Characters with Flight can move through a square containing a pit but cannot end their movement in that square. If a character somehow ends its turn in a pit square, it is defeated.

Line of Sight and Cover: Pits do not block line of sight, nor do they provide cover.

Scenarios and Play Options

In addition to setting up skirmishes as described in these rules, you can fight other sorts of battles. Here are some examples.

Fringe Squads

Instead of playing Light Side against Dark Side, with the occasional Fringe character thrown in, you can create a Fringe-only squad. Such a squad can't have any characters from other factions in it.

Era on Era

Try pitting a Light Side squad from one era against a Dark Side squad from a different era. For example, Luke Skywalker and his Rebel allies might fight against Darth Maul and Separatist forces.

Free-for-All

You can decide to match squad against squad, regardless of faction. Continuity doesn't matter here; this is battle for its own sake. Let the Rebel Alliance fight the Empire, or the Separatists take on the Separatists.

Team Play

If you have four players, you can fight a skirmish in teams. Two players play squads of one faction, and the other two play squads of the opposing faction. As with two-player games, any player can use Fringe characters. Play until both squads of one team have been entirely defeated.

Both squads of a team set up in the same starting area, but players from each team alternate seating positions. That way, one team's player completes a phase, then the other's, and so on.

Unique Characters: A team can't have more than one copy of a Unique character, just as if the team were a squad.

Allies: Characters in a teammate's squad are allies of your characters.

Out of the Box

When playing right out of the box, ignore factions and the Unique special ability. Just play with whatever you get in a Booster Pack!

You can play Out of the Box with two or four players.

Each player opens one sealed **Star Wars Miniatures** Booster Pack and builds a squad with all the miniatures, ignoring factions, point costs, and the Unique special ability.

As in Free-for-All, you score points for each character your squad defeats. The winner is the first player to score points equal to the starting value of his or her squad or to defeat all enemies, whichever occurs first.

As a variant, open two sealed Booster Packs and build the best 100-point squad you can.

Glossary

This glossary explains game terms, as well as keywords that appear on stat cards. It also contains detailed information on special abilities and Force powers, listed in alphabetical order.

A character using a special ability is written as “this character.” Force powers are identified as “(Force).” Character statistics, special abilities, and other information that appears on a card are capitalized, while other game terms are not.

A Force power or special ability that grants a variable bonus uses the symbol “[#]”. For example, Heal [#] means that the ability can remove a number of points of damage equal to the number printed on the card (such as Heal 10 or Heal 20).

Definitions

Absorb Energy: (Force; 2 Force points) When a character using this Force power is hit by a nonmelee attack, it can avoid the damage with a save of 11. If this character avoids damage in this way, it also removes existing damage equal to the prevented damage. The character cannot gain more Hit Points than its original total. You must decide whether to use this Force power immediately after the attack hits.

Accelerate: This character can move up to 24 squares if it does not attack.

Accurate Shot: This character can attack an enemy with cover even if it’s not the nearest enemy. The enemy still gains a +4 bonus to Defense from cover.

acting: The acting character is the character who is currently moving, attacking, or using a special ability or Force power. The acting player is the player whose squad that character belongs to.

Usually the acting character is the character who is taking its turn, but in cases such as attacks of opportunity or certain special abilities, characters act out of turn.

activate/activation: A character’s move or turn. A character can activate only once in a round. A character counts as activated immediately when a player chooses to activate it, before it actually takes its turn.

adjacent: Occupying a square next to this space (including diagonally). A character is not adjacent to characters behind walls.

Advantageous Attack: This character gets a +10 bonus to Damage against an enemy who has not activated this round.

Advantageous Cover: This character gets a +8 bonus to Defense from cover instead of +4.

Affinity: The specified character can be in the specified squad even if it belongs to a different faction. That character’s faction is now considered to be the same as that squad’s. For example, Mas Amedda would have the Imperial faction if he is in an Imperial squad.

Alderaan Senator: This character counts as an Alderaan Trooper and can benefit from special abilities and effects that help Alderaan Troopers.

ally/allied character: Another character in the same squad. In team skirmishes, allies include characters in a teammate’s squad.

Ambush: On its turn, this character can move and then make all of its attacks against a single enemy who has not activated this round. Many abilities that grant extra attacks, such as Triple Attack, require the character not to move, but Ambush lets it move and make extra attacks as long as all are against the same enemy.

Anticipation: (Force; 1 Force point) After initiative is determined, a character using this Force power allows you to reroll your initiative roll. You must take the second result, even if it is worse. You can do this only once per round, regardless of the number of allied characters with Anticipation.

If another special ability or Force power allows you to roll twice for initiative, you can reroll both dice using Anticipation.

Attack: (character statistic) The bonus this character adds to attack rolls.

attack: An attack is rolling a d20, adding the character's Attack number (including modifiers), comparing to the target's Defense, and dealing damage equal to the attacker's Damage number (including modifiers). If an offensive ability isn't resolved that way, it doesn't count as an attack.

A character can attack an enemy as part of its turn or as an attack of opportunity. Some Force powers, special abilities, and commander effects also allow a character to make an attack or attacks, as noted in their text.

attack of opportunity: A single, immediate attack against an adjacent enemy who moves. If an enemy moves out of a square adjacent to a character, that character can make an attack of opportunity against that enemy. Attacks of opportunity do not use the targeting rules. See Attacks of Opportunity on page 23. A character can't use a special ability or Force power that replaces attacks instead of an attack of opportunity.

attack roll: A die roll to determine whether an attack hits. Roll the d20 and add the character's Attack. If the result, after bonuses are applied, equals or exceeds the target's Defense, the attack is a hit and it deals damage.

A *natural 20* on an attack roll is always a hit. It is also a critical hit and deals double damage. A *natural 1* on an attack roll is always a miss.

Avoid Defeat: If a character with this special ability is defeated, it makes two saves, each needing a roll of 11 to succeed. If both saves are successful, the character is not defeated; instead, it remains in play with 10 Hit Points.

battle map: The game board where skirmishes take place.

Battle Meditation: (Force; 2 Force points) For the rest of the skirmish, this character gains the following commander effect: Allies who combine fire grant an additional +2 Attack, and enemy characters cannot combine fire. The commander effect granted by this Force power is in addition to any existing commander effects. The bonus it confers is cumulative with other effects that improve combined fire.

Betrayal: If an enemy's attack roll against this character is a natural 1, that enemy becomes a member of this character's squad until the end of the skirmish. It can take no further actions this turn, even if it can make additional attacks.

If this character is defeated, any affected enemies immediately return to their original squads. (They can still activate that round if they haven't already done so.)

Black Sun: If it is in the same squad as a character whose name contains Vigo or Xizor, this character gains the Grenades 10 special ability. The character retains this bonus ability even if the other character is not currently in play (defeated, delayed entry to the battle map, and so on).

Blaster Barrage: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power can attack every legal target once. Determine legal targets (such as whether an enemy with cover is the nearest enemy) before making the first attack roll and again when making the attack. Only characters that are legal targets at both times can be attacked. If several enemies are tied for nearest, all of them are legal targets for this special ability.

Bodyguard: If an adjacent allied character would take damage from an attack, a Bodyguard character can take the damage instead, even if it is not a legal target for the attacker. A Bodyguard character can't use this special ability when an adjacent ally takes damage from something other than an attack, such as Grenades. If the original target has the Shields special ability, you must decide whether a Bodyguard character will take the damage before the original target rolls for Shields (see that entry on page 50).

A special ability whose name includes Bodyguard (such as Emperor's Bodyguard) is treated as the Bodyguard ability for all purposes except as noted on the stat card.

bonus: Bonuses are added to die rolls or to statistics. A bonus is a number with a "+" sign. Most bonuses stack with each other, but not with themselves. For example, if a character has cover from more than one source, it still gets only a +4 bonus to Defense. A Clone Trooper Commander can give nearby trooper followers a +3 bonus to Attack, but two Clone Trooper Commanders together can't give a trooper follower a +6 bonus.

Booming Voice: If this character is in your squad, any allies with commander effects normally limited to 6 squares have the range limit removed.

Bounty Hunter +[#]: Bounty Hunter characters get a +[#] bonus to Attack against Unique characters.

Careful Shot +[#]: On its turn, if this character doesn't move any distance, it gets a +[#] bonus to Attack. Since this special ability works only on the character's turn, it doesn't help with attacks of opportunity.

character: A single entity represented by a single miniature. Some characters are Unique, such as Luke Skywalker. Others are people or creatures of a certain kind and have descriptive names, such as Stormtrooper Commander or Wampa.

Charging Assault +[#]: Instead of taking its normal turn, this character can move up to twice its speed and, after moving, make an attack on the same turn against an adjacent enemy. It must move at least 1 square to use this special ability. This attack gets a +[#] bonus to Damage.

Charging Fire: Instead of taking its normal turn, this character can move up to double speed and then make an attack on the same turn.

Cleave: Once per turn, if this character defeats an adjacent enemy by making an attack, it can make an immediate attack against another adjacent enemy. Cleave works even when the character is making an attack of opportunity.

combined fire: Characters can help an allied character who is attacking. When a character attacks on its turn, other allied characters with line of sight to the target of that

character's attack can activate immediately to combine fire. Each character who activates grants a +4 bonus to Attack. See Combined Fire on page 22.

commander: A character with a printed commander effect is sometimes referred to as a commander. Commanders can also include characters who gain commander effects from another source.

commander effect: Certain characters can affect the skirmish, especially their allies, with commander effects. Some commander effects have a range. Line of sight is not required for a commander effect to function unless otherwise noted. However, you must count around walls, doors, and similar impassable terrain when measuring range. Commander effects normally do not affect Droid or Savage characters.

Duplicate commander effects never stack. A single character can benefit from any number of different commander effects simultaneously, but if more than one grants a bonus to the same roll or statistic, only the highest bonus applies. When a commander effect grants a special ability, the ability is treated as though it were printed on the card. Bonuses conferred by that ability do not stack with any other instances of the same ability, but they would stack with any bonuses to the same statistic granted by other commander effects.

A commander effect ends immediately when the character with the effect is defeated.

Commando: A Commando is any character with the word “Commando” in its name or that has the Commando special ability.

Control Minds: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power gains the following commander effect for the rest of the skirmish: Allies who combine fire grant an additional +2 Attack. This is in addition to any existing commander effect the character has.

cover: Characters and certain kinds of terrain provide cover against attacks. A character can attack an enemy with cover only if it's the nearest enemy. A character with cover gets a +4 bonus to Defense. See Cover on page 19.

critical hit: A hit that strikes a vital area and deals extra damage. Critical hits occur when the attacker rolls a natural 20 on the attack roll (when the d20 comes up 20). A character who scores a critical hit deals double its normal damage. See Attack Rolls on page 22. If a character can somehow score a critical hit on a roll of less than 20, that critical hit also counts as an automatic hit.

If the attack deals bonus damage (such as with the Cunning Attack special ability), then a critical hit doubles the base damage but not the bonus damage.

Crowd Fighting: This character gets a +2 bonus to Attack for every adjacent character other than its target. If the character can make more than one attack in a turn, calculate the bonus when you start each attack. For example, if the first attack gets a +16 bonus and defeats that opponent, the next attack will get only +14, and so on.

Cunning Attack: This character gets a +4 bonus to Attack and a +10 bonus to Damage against an enemy who has not activated this round.

Cyborg: A Cyborg character counts as living and as both a Droid and a non-Droid. This means it benefits from effects that target Droids (such as Repair) in addition to other kinds of effects (such as Heal). However, a Cyborg character is also vulnerable to harmful effects that don't normally affect Droids (such as critical hits) as well as those that specify Droids only (such as Ion Gun 20). Cyborgs can be affected by commander effects.

Damage: (character statistic) A character deals its Damage rating on a successful attack (a hit).

damage: Characters take damage when they are hit by attacks or subject to certain special abilities or Force powers. Damage reduces the Hit Points of the affected character. A character whose Hit Points drop to 0 or lower is defeated and removed from the battle map.

Damage Reduction [#]: When this character would take damage, reduce the damage dealt by the listed amount. Attacks by adjacent enemies with lightsabers, or with the Lightsaber Throw Force power, ignore this special ability. Resolve this ability only after all Bodyguard decisions have been made.

Dark Armor: When this character would take damage, it makes a save of 11. If the save is successful, reduce the damage dealt by 10. Attacks by adjacent enemies with lightsabers, or with the Lightsaber Throw Force power, ignore this special ability. Resolve this ability only after all Bodyguard decisions have been made.

Dark Force Spirit [#]: (Force) If a character with this Force power is defeated, each enemy character with a Force rating automatically loses [#] Force points each time it activates for the rest of the skirmish. This effect even applies to characters with Force ratings who enter play later. If there are no enemy characters with a Force rating, this Force power has no effect.

Dark Inspiration: During setup, if you have this character in your squad, choose an allied character with a Force rating. That character gains the Lightsaber Duelist special ability (see that entry on page 44) for the remainder of the skirmish.

Dark Master: During setup, if you have this character in your squad, choose a Unique allied character in your squad. The chosen ally can spend Force points from this character as if they were its own. That ally doesn't have to have a Force rating, but if it does, it cannot also spend its own Force points on the same turn.

Deadeye: On its turn, if this character doesn't move any distance, it gets a +10 bonus to Damage. This special ability doesn't help with attacks of opportunity.

Deadly Attack: This character scores a critical hit on a roll of natural 19 or 20 instead of only on 20.

defeat/defeated: A character is defeated when its Hit Points drop to 0 or lower. Remove defeated characters from the battle map.

Defense: (character statistic) A character's ability to avoid being hit in combat. If the result of an attack roll equals or exceeds the defender's Defense, the attack hits and deals damage that reduces the defender's Hit Points.

Demolish: Damage dealt by this character's attack ignores adjacent enemies' Damage Reduction.

Desert Skiff: This character can transport up to one Large ally or two Small or Medium allies. To board, they must end their moves adjacent to its base. Remove these characters from the battle map; you can place them on this character to indicate that they have boarded. Transported characters are still in play and can take advantage of commander effects, special abilities, and Force powers. They are treated as adjacent to this character, as well as to each other, and move with it, benefiting from its Flight special ability and gaining cover.

Transported characters can make attacks: Count range from this character, adding 1 square. (The range for attacking transported characters, or for using commander effects or other abilities, is counted the same way.) This means they generally cannot use Melee Attack if they don't have Melee Reach. Transported characters can disembark and return to the battle map immediately before your first activation of the round and can take their turns normally that round. Place them adjacent to this character's space.

If this character is defeated, transported characters are also defeated; each can make a save of 11 to avoid this effect. Transported characters who succeed on this save are placed on the battle map adjacent to the space previously occupied by this character.

If some other effect changes this character's position on the battle map, the transported characters also move to the new position. If a transported character becomes part of another player's squad (such as through Betrayal), it immediately disembarks.

difficult terrain: This terrain represents rubble, buckled deck plates, broken ground, and similar uneven surfaces. A square containing difficult terrain counts as 2 squares when moving. Difficult terrain does not block line of sight and does not provide cover.

Disintegration: If this character rolls a natural 20 on an attack roll, the target character is defeated regardless of its Hit Points. The target is defeated even if it avoids damage with a special ability or Force power. If another character takes the damage from that attack (for example, using the Bodyguard special ability), the other character is defeated instead of the original target.

Against Huge or larger targets, the attacker gets +40 Damage instead of defeating the target. (Add the bonus damage after multiplying.)

Disruptive: Enemy commander effects have no effect (on enemies and allies alike) within 6 squares of this character.

Characters within 6 squares cannot receive the benefits (or the penalties) of enemy commander effects until they move out of range. An enemy commander within 6 squares has its commander effect suppressed until it moves out of range. (It still counts as a commander.)

A character who starts its turn outside this range and whose speed is modified by a commander effect continues to move at that speed for the rest of its turn, even if it comes within 6 squares of this character. Conversely, a character that begins its turn within range cannot have its speed modified by an enemy commander effect for the rest of its turn, even if it moves farther than 6 squares from this character.

Doctrine of Fear: Enemy characters get -4 Attack while they are within 6 squares of this character.

Dominate: Instead of taking its normal turn, this character can take control of a target living character, even one who has already been activated this round. (This does not count as an activation.) The target character takes a turn as though it were on the acting player's squad but cannot move. It can resist this effect with a save of 11. Determine legal targets normally for enemy characters; any allied character in line of sight is a legal target.

door: This terrain functions like a wall unless it is open. An open door is ignored. A door becomes open if, at the end of any character's turn, a character is adjacent to it. It remains open until no character is adjacent to it at the end of a turn.

Door Gimmick: At the end of its turn, this character can designate one door within line of sight as open. The door remains open until the end of this character's next turn, or until the end of a turn in which this character is defeated. Other characters can't close that door unless they use the Override special ability. Door Gimmick doesn't work on a door being held closed by the Override special ability (see that entry on page 47).

Double Attack: On its turn, if this character attacks without moving first, it then has the option either to move normally or to make an extra attack. The extra attack can be against the same enemy as the original attack, but it doesn't have to be. Since this special ability works only on its turn, this character still makes only a single attack when making an attack of opportunity.

Double Claw Attack: This works just like Double Attack (see above), except that both attacks can be made only against adjacent enemies. A character who has Double Claw Attack can make two attacks against adjacent enemies or a single attack against distant enemies.

Drain Life [#]: (Force; 1 Force point) A character using this Force power deals [#] points of damage to a target living enemy within 6 squares and also removes that amount of damage from itself. The enemy can negate both effects with a save of 11. Using Drain Life is not an attack and does not require an attack roll. This ability is usable only on this character's turn.

Drain Life Energy: Whenever this character defeats an adjacent living enemy, all damage is immediately removed from this character.

Draw Fire: If an enemy targets an ally within 6 squares of this character, you can force that enemy to target this character instead (provided that enemy can choose this character as a target). The attacker can resist this effect with a save of 11. You must decide whether to use this ability before the attacker makes the attack roll.

Droid: A Droid character doesn't take double damage from critical hits and is not normally subject to commander effects.

Droid Master: Non-Unique, allied Droid characters within 6 squares of a character with this special ability gain Double Attack (see that entry above).

Droid Reinforcements [#]: See Reinforcements on page 49.

Electric Shock +[#]: This character gets a +[#] bonus to Damage against adjacent Droid enemies.

Emergency Life Support: Living allies gain Avoid Defeat (see that entry on page 33) while they are adjacent to this character.

Empathy: Allies with Savage within 6 squares of this character are treated as if they did not have that special ability. If they begin a turn within 6 squares, they can ignore the movement restrictions imposed by Savage. Whenever they are within 6 squares, they are subject to commander effects.

Emperor's Bodyguard: See Bodyguard on page 34.

enemy/enemy character: Enemies are characters in opponents' squads, not in your own or a teammate's squad.

Evade: Whenever this character is hit by an attack from a nonadjacent enemy, it can avoid the damage with a save of 11.

Ewok: An Ewok is any character with the word “Ewok” in its name or that has the Ewok special ability.

Execute Order 66: This character cannot be targeted by characters with the Order 66 special ability.

Extra Attack: On its turn, this character can make an extra attack, but it can't move if it does so. This works just like other special abilities that grant extra attacks, such as Double Attack. This extra attack stacks with those granted by other special abilities and commander effects, and it also stacks with Extra Attack granted by different special abilities (so the same ally could receive multiple extra attacks in the same turn).

Factions: These broad categories classify characters according to their allegiances in a particular *Star Wars* era.

Fire Control: If this character is in your squad, non-Unique allied Droid characters get a +4 bonus to Attack.

Flamethrower [#]: Instead of making its normal attack or attacks, a character using this special ability deals [#] points of damage to one target enemy and all characters adjacent to that target (enemies and allies alike). The first enemy must be a legal target (for example, you can target an enemy with cover only if it is the nearest) and must be within 6 squares, but the adjacent characters don't need to be. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Flamethrower.

Flight: This character ignores enemy characters, low objects, difficult terrain, and pits when moving. Walls still block its movement, and it must still end its move in a legal space. Because this character ignores enemies, they cannot make attacks of opportunity against it.

Flurry Attack: When this character scores a critical hit (or makes an attack roll of natural 20, if the target is unaffected by critical hits), it may make one immediate extra attack, in addition to the other effects of a critical hit. It may make an extra attack each time it scores a critical hit, even as a result of this extra attack. The extra attack doesn't have to be against the same target if another legal target is available.

follower: A character in your squad who does not have a commander effect. Most commander effects apply only to followers.

Force Absorb: (Force; 2 Force points) A character using this Force power cancels the effects of a Force power used by an adjacent character. You must decide whether to use Force Absorb immediately after the other Force power is declared but before it takes effect. That Force power is still considered to have been used that turn, and the affected character still spends the Force points.

Force Alter: (Force; 1 Force point) An enemy within 6 squares must reroll its last attack. It does not have to be a legal target. You must decide whether to use this Force power immediately after the attack roll is made.

Force Ascetic: This character cannot spend Force points to reroll or move faster; it can use named Force powers only.

Force Burst: (Force; 2 Force points) Instead of taking its normal turn, a character using this Force power deals 10 points of damage to all characters (enemies and allies alike)

within 6 squares. Line of sight is not needed, but you can't trace a path through a wall (count around it instead). This ability is not an attack, and the affected characters are not considered targets.

Force Defense: (Force; 3 Force points) A character using this Force power cancels the effects of a Force power used by a character within 6 squares. You must decide whether to use Force Defense immediately after the other Force power is declared but before it takes effect. That Force power is still considered to have been used that turn, and the affected character still spends the Force points.

Force Empathic [#]: This character takes [#] points of damage each time an ally with a Force rating is defeated.

Force Grip [#]: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals [#] points of damage to an enemy within line of sight. This follows all the usual rules for choosing a target. Using Force Grip is not an attack and does not require an attack roll.

Force Heal [#]: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power removes [#] damage from an adjacent wounded living character or itself. Force Heal can't raise a character's Hit Points above its starting amount.

In earlier sets, this Force power was listed on stat cards as simply "Heal."

Force Immunity: Other characters cannot spend Force points to affect this character, to reroll attacks against it, or to respond to its attacks and abilities. This character does not count for purposes of Force powers that affect multiple characters, such as Force Lightning or Shockwave—select a different character instead.

Force Leap: (Force; 1 Force point) For the remainder of this turn, a character using this Force power can move through enemy characters. In addition, this character does not provoke attacks of opportunity. It doesn't take any time to use Force Leap; this character can still move and attack normally this turn.

Force Lightning [#]: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals [#] points of damage to one target enemy and two characters adjacent to that target, if any (enemies and allies alike, including the acting character if there aren't enough others). The first enemy must be a legal target (for example, you can target an enemy with cover only if it is the nearest) and must be within 6 squares, but the adjacent characters don't need to be. Using Force Lightning is not an attack and does not require an attack roll.

Force points: Certain characters can manipulate the Force to create special effects. These characters have a **Force rating**, a number of points that they can spend to use Force powers (see below), to reroll any die roll (even a natural 1 on an attack), or to move 2 extra squares as part of a move. Once a Force point is spent, the character can't spend it again during the skirmish.

A character can spend Force points only once per turn. Sometimes, though, a character can spend Force points on other characters' turns, such as to reroll a failed save. In this case, a character can end up spending Force points more than once per round.

Force powers: These are special attacks, moves, or abilities. When using a Force power, subtract its cost in Force points from the character's total. A Force power cannot be used if the character doesn't have enough Force points.

Force Renewal 1: (Force) Whenever a character with this Force power activates, it automatically gets 1 Force point. It can get more Force points than its starting Force rating.

Force Sense: (Force; 1 Force point) All enemy characters lose the Stealth special ability for the rest of the round.

Force Spirit [#]: (Force) If a character with this Force power is defeated, immediately add [#] Force points to an allied character with a Force rating. The allied character can now spend Force points one extra time per turn for the rest of the skirmish. If there is no allied character with a Force rating, this Force power has no effect.

Force Storm [#]: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals [#] points of damage to all characters (enemies and allies alike) adjacent to it.

Force Strike [#]: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals [#] points of damage to one enemy Droid or one enemy with Mounted Weapon within 6 squares. Using Force Strike is not an attack and does not require an attack roll. Characters from earlier sets with this Force power can also target enemies with Mounted Weapon, even though it is not printed on their stat cards.

Force Stun: (Force; 1 Force point) A target living enemy within 6 squares is considered activated this round. That enemy can avoid this effect with a save of 11. This ability is usable only on this character's turn.

Force Thrust [#]: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals [#] points of damage to one enemy within 6 squares. The target character can reduce the damage by half with a save of 11. Using Force Thrust is not an attack and does not require an attack roll.

Force Valor: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power gains the following commander effect for the rest of the skirmish: Followers within 6 squares get a +2 bonus to Attack and +2 bonus to Defense. This is in addition to any existing commander effect.

Force Weapon: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power gets +10 Damage until the end of the skirmish.

Fragile [#]: This character can no longer attack if its remaining Hit Points are fewer than the stated number. If damage-removal effects restore its Hit Points total to that number or more, it can once again attack.

Fringe Reinforcements [#]: See Reinforcements on page 49.

Fringe Reserves [#]: See Reserves on page 49.

Furious Assault: Instead of taking its normal turn, this character can move at double speed, then attack every legal target once. Determine legal targets (such as whether an enemy that has cover is the nearest enemy) before making the first attack roll. If several enemies are tied for nearest, all of them are legal targets for this special ability.

Galloping Attack: As this character moves, it can attack each adjacent enemy; it gets a +4 bonus to Attack when doing so. It must move at least 1 square before making an attack. Roll each attack when this character is adjacent to that enemy. This character cannot attack any enemy twice while using Galloping Attack, and it cannot move into a space it has just left. It still provokes attacks of opportunity as it moves. The character can still

make a normal attack on the turn it moves, as long as it moves its speed or less.

Gang [#]: This character gets a +[#] bonus to its Attack against a target for each other allied character with the specified name that is within 6 squares of that target. It gets this bonus even when making an attack of opportunity.

Gregarious: This character gets a +4 bonus to Attack as long as an ally is within 6 squares.

Grenades [#]: Instead of making its normal attack or attacks, this character can target an enemy up to 6 squares away. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take [#] points of damage. Each character can avoid the damage with a save of 11. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Grenades.

Gunner: This character can combine fire with an adjacent ally who has the Mounted Weapon special ability (see that entry on page 46).

Hand of the Emperor: In addition to spending its own Force points once per turn, this character can spend Force points from Emperor Palpatine once per turn. Emperor Palpatine must be in your squad to use this ability.

Harpoon Gun: Instead of making its normal attack or attacks, this character can choose a target enemy with Mounted Weapon within 6 squares. That enemy cannot move this round. It can avoid this effect with a save of 11.

Heal [#]: Instead of making its normal attack or attacks, this character removes [#] points of damage from an adjacent living character or itself. Heal can't raise a character's Hit Points above its starting amount.

Heavy Weapon: This character can't attack and move in the same turn. It can still make an attack of opportunity as normal.

Hit Points: (character statistic) A measure of how much damage it takes to defeat a character. A character whose Hit Points drop to 0 is defeated.

Homicidal Surgery: Instead of taking its normal turn, this character deals 10 points of damage to an adjacent living character. If the character is an ally, it can make a save of 11 to remove 10 points of damage from itself instead. If the save fails, that ally takes 10 points of damage.

Huge: A Huge character (such as a Rancor) occupies a space 3 squares wide and 3 squares long, and must squeeze when moving through narrow spaces. See squeezing on page 18.

immediate/immediately: An immediate action takes place instantly under a particular set of circumstances, even if it is not the character's turn. This action can interrupt other actions, taking effect just before they do. If multiple immediate actions take place at the same time, the acting player takes any immediate actions, then the player to the left, and so on.

Impulsive Momentum: If a Unique allied character is defeated, for the remainder of the skirmish this character has the Momentum special ability (see page 46).

Impulsive Savagery: If a Unique allied character is defeated, for the remainder of the skirmish this character has the Savage special ability (see page 50).

Impulsive Shot: Once per turn, this character can make an immediate attack when a Unique allied character is defeated.

Impulsive Sweep: Once per turn, when a Unique ally is defeated, this character immediately attacks each adjacent enemy once instead of using the targeting rules.

in a square: A character is in a square if any of its space occupies that square. Most characters occupy only 1 square, but Large characters occupy a space 2 squares on a side and Huge characters occupy a space 3 squares on a side.

Industrial Repair [#]: Instead of making its normal attack or attacks, this character removes [#] points of damage from an adjacent character with the Mounted Weapon special ability. Industrial Repair can't raise a character's Hit Points above its starting amount.

initiative: A die roll at the start of the round to determine who goes first. Each player rolls the d20, and whoever rolls highest chooses who goes first. Reroll ties.

Intuition: After initiative is determined, this character can immediately move up to its speed before any other character activates. (This does not count as an activation.) This character can use this ability only once per round. If multiple characters have Intuition or Surprise Move (see page 53), resolve these abilities and Force powers in initiative order.

Ion Gun +20: This character gets a +20 bonus to Damage against Droid enemies.

It's a Trap!: Enemies with Stealth within 6 squares are treated as if they did not have that special ability.

Jedi Hunter: This character gets a +4 bonus to Attack and a +10 bonus to Damage against enemies with Force ratings.

Jedi Mind Trick: (Force; 1 Force point) A target living enemy within 2 squares is considered activated this round and cannot make attacks of opportunity for the rest of the turn on which this Force power is used. A save of 11 negates all effects. This ability is usable only on this character's turn.

Knight Speed: (Force; 1 Force point) On its turn, a character using this Force power can move an additional 4 squares.

Kouhun Infestation: Instead of taking its normal turn, this character deals 60 points of damage to one living enemy within 12 squares. Line of sight is not needed, but you can't trace a path through a wall (count around it instead). The target can avoid the damage with a save of 11.

Large: A Large character (such as a Yuzzem) occupies a space 2 squares wide and 2 squares long, and must squeeze when moving through narrow spaces. See squeezing on page 18.

legal target: An enemy must be a legal target for an attack, special ability, or Force power. The acting character must have line of sight to it. An enemy with cover is not a legal target unless it is the nearest. If one or more enemies are adjacent to the character, only those enemies are legal targets.

Lift: Instead of making its normal attack or attacks, this character can move an adjacent Small or Medium ally to another space adjacent to itself. The lifted creature cannot be moved into a space occupied by another creature or through walls. Lifted creatures do not provoke attacks of opportunity.

Light Spirit: This character is an insubstantial spirit of pure Force. It ignores all terrain, but it cannot end its turn in a wall, another character, or solid object (a space bordered by magenta lines). It cannot open doors nor hold them open. It cannot attack or be damaged, and does not count as a legal target. It does not provide cover. This character cannot score victory points for occupying specified areas in scenarios that include such victory conditions.

During setup, choose a Unique allied character with a Force rating. That ally gains Force Renewal 1 and Mettle as long as it is within 4 squares of this character. This character is defeated if the chosen ally is defeated. Instead of making its normal attack or attacks, an enemy within 6 squares can spend 1 Force point to defeat this character. This character can avoid this effect with a save of 11.

Light Tutor: During setup, if you have this character in your squad, choose an allied Rebel character in your squad. If the chosen ally does not have a Force rating, it gets 1 Force point and is considered to have a Force rating for the duration of the skirmish. If that ally already has a Force rating, it just gets 1 Force point. This character can't choose itself for the effect.

Lightsaber: This character uses a lightsaber instead of a blaster when attacking adjacent enemies. Such attacks get a +10 bonus to Damage.

Lightsaber Assault: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power makes two attacks against an adjacent enemy (these can target different enemies). A character can move normally on the turn that it uses this Force power.

Lightsaber Block: (Force; 1 Force point) When a character using this Force power is hit by a melee attack, it can avoid the damage with a save of 11. You must decide whether to use this Force power immediately after the attack hits.

Lightsaber Deflect: (Force; 1 Force point) When a character using this Force power is hit by a nonmelee attack, it can avoid the damage with a save of 11. You must decide whether to use this Force power immediately after the attack hits.

Lightsaber Duelist: This character gets a +4 bonus to Defense when attacked by an adjacent character with a Force rating.

Lightsaber Precision: (Force; 1 Force point) A character using this Force power gets a +10 bonus to Damage on its next attack. You must decide whether to use this Force power immediately before making the attack roll. Lightsaber Precision works even when the character is making an attack of opportunity.

Lightsaber Reflect: (Force; 2 Force points) When a character using this Force power is hit by a nonmelee attack, it can avoid the damage with a save of 11. If this character avoids damage in this way, the attacker takes 10 points of damage unless it makes a save of 11. You must decide whether to use this Force power immediately after the attack hits.

Lightsaber Resistance: This character gets a +2 bonus to Defense when attacked by an adjacent character with a Force rating.

Lightsaber Riposte: (Force; 1 Force point) When a character using this Force power is hit by a melee attack, it can make an immediate attack against that attacker. You must decide to use this power immediately after the attack hits.

Lightsaber Sweep: (Force; 1 Force point) Instead of making its normal attack or attacks,

a character using this Force power makes one attack against each enemy adjacent to it instead of using the targeting rules. A character can move normally on the turn that it uses this Force power.

Lightsaber Throw: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power can make one attack against an enemy within 6 squares, ignoring the Melee Attack restriction. This counts as a nonmelee attack for purposes of effects such as Lightsaber Deflect and Molecular Shielding.

line of sight: A character can see a target that it has line of sight to. Walls block line of sight. To determine line of sight, draw an imaginary line between any point in one character's space and any point in the other character's space. If any such line is not blocked by a wall, then the two characters have line of sight to each other. The line is clear if it doesn't intersect or even touch walls.

living: A living character does not have the Mounted Weapon ability and is either a non-Droid or a Cyborg. Certain special abilities in previously published sets should affect only living characters: Dominate, Emergency Life Support, Force Heal, Heal, Homicidal Surgery, Kouhun Infestation, Paralysis, Pheromones, Plaeryin Bol, and Poison.

Loner: This character gets a +4 bonus to Attack if no allies are within 6 squares.

low objects: This terrain represents countertops, machinery, computer terminals, chairs, maintenance droids, and other objects that get in the way. A square containing low objects counts as 2 squares when moving. Low objects do not block line of sight but do provide cover. For purposes of cover, an attacker can ignore low objects in its own space and in adjacent squares.

Machinery: Industrial Repair removes damage from this character, even though it does not have Mounted Weapon.

Master of the Force [#]: (Force) A character with this Force power may spend Force points up to the stated number of times in a single turn. This character can also spend Force points more than once to take the same action (such as moving an additional 2 squares or rerolling an attack).

Master Speed: (Force; 1 Force point) On its turn, a character using this Force power can move an additional 6 squares.

Master Tactician: Roll for initiative as normal, except you automatically choose who goes first unless you roll a 1. Tied initiative checks are still rerolled. If more than one squad has a character with Master Tactician, the player with the highest initiative roll among them chooses who goes first.

Medium: A Medium character occupies 1 square. Most characters are Medium size.

Melee Attack: This character can attack only enemies adjacent to it.

melee attack: A melee attack is an attack by a character with the Melee Attack special ability (see above). Certain special abilities and Force powers work only against melee attacks. Other attacks are nonmelee attacks, even when made by enemies adjacent to the target.

Melee Reach 2: When making an attack on its own turn, this character treats all characters within 2 squares as adjacent for all purposes. This character can be affected by enemy special abilities or Force powers that specify adjacent characters and interrupt this attack, such as Self-Destruct.

Mercenary: This character can move only if it has no legal targets to attack from the space where it starts its move. (However, if it first defeats an enemy with a single attack and cannot then attack any others, it is free to move afterward.) If it moves into a position where it can attack, it does not have to end its movement there.

Mettle: If this character spends 1 Force point to reroll its attack or save, add a +4 bonus to the result. If the character can spend Force points more than once per turn, bonuses from additional uses on the same turn are cumulative.

Mighty Swing +[#]: On its turn, if this character doesn't move any distance, it gets a +[#] bonus to Damage against adjacent enemies. Since this special ability works only on this character's turn, it doesn't help with attacks of opportunity.

Missiles [#]: Instead of making its normal attack or attacks, this character can target an enemy within line of sight. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take [#] points of damage. Each character can avoid the damage with a save of 11. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Missiles.

Mobile Attack: This character can move both before and after attacking (or using an ability that replaces attacks). Its total movement cannot be more than its speed. It is subject to attacks of opportunity as normal. This total distance can be increased by commander effects, Force powers, and so on. The square from which this character makes an attack must be a legal square to end movement in, even if the character has not yet ended its movement.

Molecular Shielding: When hit by an attack from a nonadjacent enemy, the attacker makes a save of 11. If the save fails, this character takes no damage and the attacker takes damage equal to the prevented damage.

Momentum: If this character has moved at least 1 square during its turn, it gets a +4 bonus to Attack and a +10 bonus to Damage against adjacent enemies. Since this special ability works only on this character's turn, it doesn't help with attacks of opportunity.

Mounted Weapon: Only allied characters with the Mounted Weapon special ability or adjacent allies with the Gunner special ability can combine fire with this character.

move/movement: A character can move up to its speed and make an attack during its turn. It can move up to double speed if it doesn't attack.

named/name contains: Some effects specify characters. A "named" character must match the specified name exactly. A character "whose name contains" the specified words can be any version of that character.

nearest enemy: The nearest enemy to a character is the nearest enemy it can see. Another enemy who is actually closer but out of line of sight does not count as the nearest. See Cover on page 19.

Net Gun: Instead of making its normal attack or attacks, this character can target an enemy up to 6 squares away. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) are treated as having been activated this round; in effect, they skip their turns. Each potentially affected character can avoid this effect with a save of 11. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Net Gun. Characters with Mounted Weapon, and Huge and larger characters, ignore this effect.

Never Tell Me The Odds: Enemy special abilities that modify initiative, such as Master Tactician and Recon, have no effect while this character is in play.

on terrain: A character is on or in terrain if any part of its space occupies a square that contains that terrain. This special rule is only necessary for Large or Huge characters, which take up more than 1 square. (Obviously, a character who takes up 1 square is on terrain if its square contains such terrain.)

Ooglioth Masquer: During setup, if you have this character in your squad, choose a non-Unique allied character in your squad. The chosen ally gains Stealth for the remainder of the skirmish.

opponent: A player you are playing a skirmish against.

Opportunist: This character gets a +4 bonus to Attack and a +10 bonus to Damage against an enemy who has activated this round.

Order 66: A character with this special ability may be in a squad with Emperor Palpatine, Sith Lord, regardless of faction. Characters from early sets whose names contain the words “ARC Trooper” or “Clone Trooper” are also considered to have Order 66, even though it is not printed on their stat cards.

Override: At the end of its turn, this character can designate one door that it can see as open or closed. The door remains open or closed until the end of this character’s next turn, or until the end of a turn in which this character is defeated. Other characters can’t open or close that door unless they use the Override special ability themselves. A door cannot be closed if a Large or larger creature straddles its gridline.

Overwhelming Force: (Force; 1 Force point) When this character uses this Force power, its attacks (or damage from its attacks) cannot be prevented or redirected this turn. Enemies cannot use abilities such as Parry or Lightsaber Block to avoid damage, Damage Reduction has no effect, and abilities such as Draw Fire or Bodyguard cannot force this character to attack or deal damage to a different character. Likewise, abilities that reflect damage back to the attacker have no effect against this character’s attacks. Overwhelming Force does not affect damage from effects that are not attacks, such as Force Lightning. This Force power works even when this character is making an attack of opportunity.

Paralysis: If this character hits a living enemy, it can temporarily paralyze its prey. The target is treated as having been activated this round; in effect, it skips its turn. The target can avoid this effect with a save of 11.

Parry: When this character is hit by a melee attack, it can avoid the damage with a save of 11. You must decide whether to use this special ability immediately after the attack hits.

Pawn of the Dark Side: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power chooses a non-Unique allied character it can see. The chosen character may immediately take a turn, even if it has already activated this round. (This does not count as an activation.) At the end of this immediate turn, the chosen character takes 10 points of damage.

Penetration [#]: Enemies’ Damage Reduction is reduced by the stated amount against this character’s attacks. If this character’s Penetration number exceeds the target’s Damage Reduction, its damage does not increase.

phase: A part of a round. During your phase, you activate two characters. (If you have only one character left to activate, you activate only that one.)

Pheromones: This special ability cancels an attack made by a living enemy within 6 squares against this creature. The attacker can resist this effect with a save of 11. Roll the save immediately after the attack is declared but before making the attack roll. That attack is still considered to have been made this turn, and the affected character still spends Force points (if any) used in that attack.

Pilot: A Pilot is any character with the word “Pilot” in its name or that has the Pilot special ability.

pit: A kind of terrain. Pits block movement but not line of sight. They do not provide cover. A character with the Flight special ability can move through a square containing a pit but cannot end its move there.

Plaeryin Bol: Instead of taking its normal turn, this character deals 40 points of damage to one adjacent living enemy. That enemy can avoid the damage with a save of 11.

Poison: This character gets a +10 bonus to Damage whenever it hits a living enemy. The target can avoid this extra damage with a save of 11.

Power Coupling: At the end of its turn, this character can choose one adjacent Small or Medium ally that does not have Melee Attack. That ally gains Extra Attack (see page 39) until the end of this character’s next turn. That ally loses this ability as soon as this character is no longer adjacent (which includes being defeated).

Programmed Target: After setup, if you have this character in your squad, choose any one enemy. This character gets +4 Attack and the Accurate Shot special ability, both against only the chosen enemy. Effects that modify Accurate Shot also influence attacks against the chosen enemy.

Protective +[#]: This character gets a +[#] bonus to Damage while the specified ally is wounded and within 6 squares.

Quadruple Attack: This ability works like Double Attack, except that this character can make up to four attacks on its turn.

Quick Reactions: This character gets a +6 bonus to Attack when making attacks of opportunity.

range: Sometimes a Force power or a special ability works only within a listed range. This is the distance in squares between the attacker’s and the defender’s square, counting the defender’s square. Diagonals count as 2 squares. Low obstacles, difficult terrain, and pits do not affect range, but when counting range, you can’t trace a path through a wall (you count around it instead).

Rapport: This special ability specifies a character and a condition. The specified character costs 1 less to add to your squad when the specified condition is met. If that character is defeated, it scores victory points equal to the reduced cost. If you add a character eligible for Rapport through Reinforcements or Reserves, use the discounted price for the newly added character.

Multiples of the same Rapport ability do not stack. However, different versions of Rapport from different characters could grant multiple reductions to the cost of a given unit. For example, Clone Commander Cody reduces the cost of Clone Troopers in his squad, while Queen Amidala reduces the cost of non-Unique Republic followers. If both these characters are in the same squad, Clone Trooper characters in their squad would all

receive a total discount of 2 points. (Should a situation ever arise in which different characters' Rapport abilities could reduce a character's cost below 1, its minimum cost is 1.)

Recon: If any character in the same squad with this special ability (including this character) has line of sight to an enemy, you can roll twice when making an initiative check and take either result. If you end up tied for initiative, both players reroll (you can use Recon to roll twice on the reroll). You can do this only once, regardless of the number of characters with Recon in your squad.

Recovery [#]: (Force; 1 Force point) Instead of taking its normal turn, a character using this Force power removes [#] points of damage from itself. Recovery can't raise this character's Hit Points above its starting amount.

Regeneration [#]: If this character does not move any distance on its turn, it removes [#] points of damage from itself at the end of its turn. Regeneration can't raise this character's Hit Points above its starting amount.

Reinforcements [#]: During setup, after seeing your opponent's squad, you can add up to [#] points of the stated kinds of characters to your squad. These characters don't count toward the cost of your squad, and your opponent doesn't have to defeat them to win the skirmish. If you are scoring points for defeats, or in a tiebreaker, defeating these extra characters doesn't score points.

Rend +[#]: This special ability applies to some characters who can make more than one attack against an adjacent enemy. If two of the character's attacks hit the same adjacent enemy in a turn, the second hit gets a +[#] bonus to Damage.

Repair [#]: Instead of making its normal attack or attacks, this character removes [#] points of damage from an adjacent Droid character. Repair can't raise a character's Hit Points above its starting amount.

replaces attacks: Some Force powers or special abilities have "replaces attacks" as a special cost. A character who uses such a Force power or special ability can't make other attacks that turn, even if another ability allows extra attacks, and can't replace more than one attack. When making an attack of opportunity, a character cannot use a Force power or special ability that replaces attacks. A character cannot use a Force power or special ability that replaces attacks in the same turn that it uses a Force power or special ability that replaces its turn.

replaces turn: Some Force powers or special abilities have "replaces turn" as a special cost. A character who uses such a Force power or special ability gives up its normal turn. End-of-turn effects are resolved normally after using the Force power or special ability that replaces the character's turn. A character cannot use a Force power or special ability that replaces attacks in the same turn that it uses a Force power or special ability that replaces its turn.

Republic Reserves [#]: See Reserves, below.

Reserves [#]: If this character is in your squad and you roll the exact stated number for initiative, you may immediately add up to [#] points of the stated kinds of characters to your squad. These characters set up in the same area as your squad did, immediately before your first activation of the round. These characters don't count toward the cost of your squad, and your opponent doesn't have to defeat them to win the skirmish. If initiative is rerolled due to a tie, you add these characters to your squad only if your final, untied roll is the stated number.

Rigid: This character is unable to squeeze through narrow spaces and openings.

Rolling Cleave: Once per turn, if this character defeats an adjacent enemy by making an attack, it can immediately move 1 square and then make an attack against another adjacent enemy. This move does not provoke an attack of opportunity. Rolling Cleave works even when this character is making an attack of opportunity.

round: A skirmish is played in rounds. At the start of a round, players roll initiative. During the round, each player activates his or her characters in phases. When all characters have been activated, the round ends and a new round begins.

Sabotage: Instead of making its normal attack or attacks, this character can hinder the operation of enemy vehicles. All adjacent enemies with Mounted Weapon are restricted to moving no more than their speed for the rest of the skirmish, even if they take no other actions on a turn.

Satchel Charge: Instead of making its normal attack or attacks, this character removes an adjacent door from the battle map. The former door is now an open space and cannot be closed with Override or similar abilities.

Savage: This character is wild and difficult to control. It must end its move adjacent to an enemy if it can (if it can't reach an enemy, it moves normally). If it starts its turn adjacent to an enemy, it must end its turn adjacent to an enemy, though that need not be the same character (although if it moves to do so, it might provoke attacks of opportunity). If it defeats an adjacent enemy before moving, the Savage character does not have to move adjacent to another enemy. A Savage character is not subject to commander effects.

save: Many special abilities and Force powers require a character to save against a listed number to avoid or reduce an adverse effect. Roll the d20. If the result of the roll equals or exceeds the listed number, the save succeeds. Saves are not optional, and characters cannot voluntarily choose to fail them.

If the rules text simply says “save” plus a number, the target of the effect makes the save. Sometimes the acting character makes a save instead, such as when using Force Block. In that case, the rules text specifies that the character producing the effect makes the save.

Scramble: An enemy who is not living who is hit by this character's attack is treated as having been activated this round; in effect, it skips its turn. That enemy can avoid this effect with a save of 11. Huge and larger characters are not affected by Scramble.

Self-Destruct [#]: When this character is defeated, it immediately deals [#] points of damage to all characters adjacent to it (enemies and allies alike).

Separatist Reserves [#]: See Reserves on page 49.

Shatterpoint: (Force; 1 Force point) Instead of taking its normal turn, a character using this Force power chooses a target enemy within 6 squares. For the remainder of the skirmish, this character's first attack each round against that enemy is considered a natural 20. This includes an attack of opportunity if that is the first attack this character makes against that enemy in the round. This ability can be used more than once by this character, but it affects only the most recently selected target enemy.

Shields 2: When this character would take damage from any source, make two saves, each needing 11 to succeed. For each successful save, reduce the damage dealt by 10 points. This ability is resolved only after all Bodyguard decisions have been made.

Shockwave: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power can temporarily stun characters around it. All characters (enemies and allies alike) within 6 squares are treated as having been activated this round; in effect, they skip their turns. Each potentially affected character can avoid this effect with a save of 11.

sight: Many Force powers and special abilities have a range of sight. They affect any target that the character using the power or ability can see.

Sith Grip [#]: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals [#] points of damage to an enemy within line of sight. This follows all the usual rules for choosing a target. Using Sith Grip is not an attack and does not require an attack roll.

Sith Hatred: (Force; 1 Force point) A character using this Force power deals 10 points of damage to all enemies within 2 squares. Using Sith Hatred is not an attack and does not require an attack roll. This ability is usable only on this character's turn.

Sith Hunger [#]: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals the listed amount of damage to a target living enemy within 6 squares, and also removes that amount of damage from itself. If the target has Force points remaining, it loses 1 Force point and this character gets 1 Force point. Using Sith Hunger is not an attack and does not require an attack roll. This ability cannot raise a character's Hit Points above its starting amount.

Sith Lightning [#]: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals [#] points of damage to one enemy within 6 squares. Using Sith Lightning is not an attack and does not require an attack roll.

Sith Rage: (Force; 1 Force point) A character using this Force power gets a +10 bonus to Damage on all its attacks until the end of the turn. Sith Rage works even when the character is making an attack of opportunity.

Sith Sorcery: (Force; 2 Force points) All enemy characters within 6 squares are considered activated this round. Each potentially affected enemy can avoid this effect with a save of 11. This ability is usable only on this character's turn.

Small: A Small character occupies 1 square, just as a Medium character does.

Sniper: When making an attack, this character ignores characters other than the target enemy for purposes of cover. Ignore intervening characters when determining both whether that enemy is a legal target, and whether it gains the +4 bonus to its Defense from cover. This ability does not allow the attacking character to ignore terrain that provides cover.

For example, the Nikto Soldier has Sniper. He can shoot past a Clone Trooper and attack the Clone Trooper Commander behind that Clone Trooper, and the Commander does not get a +4 bonus to Defense. However, if there were low objects between the Clone Trooper and the Clone Trooper Commander, the Nikto Soldier would still not be able to target the Commander.

Sonic Attack: An enemy attacked by this character cannot use Force powers for the remainder of this turn, whether or not the attack hits.

Sonic Stunner: Instead of making its normal attack or attacks, this character can target a

living enemy up to 6 squares away. This follows all the usual rules for choosing a target. The target and all living characters adjacent to it (enemies and allies alike) are treated as having been activated this round; in effect, they skip their turns. Each potentially affected character can avoid this effect with a save of 11. This special ability has no effect on Huge and larger characters.

space: The square or squares that a character occupies. A Small or Medium character occupies 1 square. A Large character occupies 4 squares. A Huge character occupies 9 squares. Even bigger creatures can exist that take up larger spaces.

speed: Some special abilities, Force powers, and commander effects mention a character's "speed." Most characters have a speed of 6; on their turn, they can move up to 6 squares and attack (or take some other action that replaces attacks) or up to 12 squares and take no actions. If a character has a different speed, its card has the Speed special ability (see below).

Speed [#]: This character can move [#] squares and attack during its turn or move 2 x [#] squares without attacking. A speed under 6 is considered a penalty, and a character with multiple speeds (for example, due to a commander effect) and a speed penalty must use the slowest speed. A speed over 6 is considered a bonus, and characters with multiple speeds but no speed penalty may use the fastest speed.

Spit Poison [#]: Instead of making its normal attack or attacks, this character deals [#] points of damage to a target living enemy within 6 squares. This follows all the usual rules for choosing a target. That target can avoid the damage with a save of 11. Using this special ability is not an attack and does not require an attack roll.

Splash [#]: If this character's attack hits, the target takes the attack's damage as normal and all characters adjacent to the target take [#] points of damage from Splash (enemies and allies alike). If the attack misses, the target and all adjacent characters take only [#] points of Splash damage. In either case, a character can avoid the Splash damage with a save of 11. Splash damage cannot be redirected by Bodyguard effects (although if the original attack hits, the target can attempt to redirect the damage as normal).

Spotter +[#]: If this character combines fire against a target within 6 squares, the attacking character gets a +[#] bonus to Damage against that target.

squad: A group of characters fighting for one player in a skirmish.

squeeze: Big characters can squeeze through small openings and down narrow hallways that are at least half as wide as their normal space, provided that they end their movement in an area that they can normally occupy. Thus, a Large character can squeeze through a 1-square-wide opening, but a Huge character needs at least a 2-square-wide opening. Characters can't squeeze past enemies.

stacking: In general, the effects produced by Force powers, special abilities, commander effects, and cover stack (are cumulative) with each other. For example, Tarfful grants followers within 6 squares a +4 bonus to Attack against adjacent enemies, and a Wookiee Berserker has Momentum, which grants an additional +4 bonus to Attack and +10 bonus to Damage against adjacent enemies if he has moved at least 1 square. Thus, a Wookiee Berserker within 6 squares of Tarfful would get a total bonus of +8 to Attack (as well as the bonus to Damage) if he has moved at least 1 square and attacks an adjacent enemy.

Unless otherwise specified, no effect produced by a Force power, special ability, commander effect, or cover stacks with itself. For example, a Clone Trooper Commander

can give nearby trooper followers a +3 bonus to Attack, but two Clone Trooper Commanders together can't give a trooper follower a +6 bonus.

Stealth: If this character has cover, it does not count as the nearest enemy for choosing targets if the attacker is more than 6 squares away. A character can attack an enemy with cover only if that enemy is the nearest. If this character would be the nearest enemy, the next-nearest enemy counts as the nearest instead. Follow the normal rules for cover if the character with Stealth is within 6 squares of the attacker.

Strafe Attack: Some characters with Flight also have Strafe Attack. This character can move up to double speed and attack each enemy whose space it enters instead of using the targeting rules. Roll each attack just before this character enters that enemy's space. This character cannot attack any enemy twice in the same turn using Strafe Attack, and it cannot move directly back into a space it has just left. A character with Strafe Attack can still make a normal attack on the turn it moves, as long as it moves its speed or less. Prior to using Strafe Attack, this character must designate a legal space to end its move in. Other characters cannot enter this space while this character is using Strafe Attack.

Surprise Move: (Force; 1 Force point) After initiative is determined, a character can immediately use this Force power to move up to its speed before any other character activates. (This does not count as an activation.) This character can use this Force power only once per round. If multiple characters have Intuition (see page 43) or Surprise Move, resolve these abilities and Force powers in initiative order.

Swarm +1: This character gets a +1 bonus to Attack against an enemy for each other allied character with the same name as itself that is adjacent to that enemy. It gets this bonus even on attacks of opportunity.

Synchronized Fire: When the specified character combines fire with this character, it grants a +6 bonus to Attack instead of +4.

Synergy: This character gets a +4 bonus to Attack when the specified ally is within 6 squares.

target: An enemy character chosen for an attack, special ability, or Force power. Line of sight and cover are determined by drawing lines to the target's space. A square itself can't be a target.

Thud Bug: Instead of making its normal attack or attacks, this character deals 10 points of damage to one living enemy within 6 squares and temporarily stuns that enemy. The target is treated as having been activated this round; in effect, it skips its turn. The target can avoid both effects with a save of 11. Huge and larger characters can't be stunned.

touch: Some special abilities and Force powers have a range of touch, meaning they can be used only on adjacent characters or on the acting character.

Tow Cable: Instead of taking its normal turn, this character selects an adjacent allied Medium or smaller character. Both characters then move up to 12 squares and both have the Flight special ability for the duration of their movement. The ally must end its move adjacent to this character.

Transfer Essence: (Force; 1 Force point) A character using this Force power chooses any living ally, who does not have to be a legal target. Remove that ally from play and place this character in any legal square of the space the ally formerly occupied. That ally is immediately defeated and cannot take advantage of any effects that would prevent that

result (such as Avoid Defeat.) This ability is usable only on this character's turn.

Traps: Enemy characters get -4 Defense while they are within 6 squares of this character.

Triple Attack: This ability works like Double Attack, except that this character can make up to three attacks on its turn.

trooper: A trooper is any character with the word "Trooper" in its name or that has the Trooper special ability.

turn: When a character is activated, it is that character's turn. Each character gets only one turn in a round.

Twin Attack: This character makes a single extra attack whenever it makes an attack. This extra attack must be made against the same target as the original attack; if the original target was defeated by the first attack, this character cannot attack it again. Twin Attack even affects multiple attacks granted by special abilities and Force powers; for example, if Lord Vader uses his Lightsaber Sweep power, he can attack every adjacent target twice! However, the extra attack from Twin Attack does not stack with itself; that is, a character doesn't get another attack after making the extra attack from Twin Attack.

Unique: This character is one of a kind and has a given name, such as Obi-Wan Kenobi. You cannot have more than one Unique character with the same given name in your squad.

Different versions of the same character have slightly different names, but all of them count as that character for purposes of this ability. For example, "General Grievous," "General Grievous, Supreme Commander," "General Grievous, Jedi Hunter," and "Grievous's Wheel Bike" all count as "General Grievous." Where there is the possibility of confusion, the card text specifies the name this character counts as.

Ignore the Unique ability's squad-building restrictions in Out of the Box games (see Scenarios and Play Options on page 31).

Unleash the Force [#]: (Force; 4 Force points) This Force power is not usable until an ally with a Force rating is defeated. Instead of making its normal attack or attacks, a character with this Force power deals [#] points of damage to all other characters within 6 squares (enemies and allies alike). Each potentially affected character can reduce the damage by half with a save of 11.

Use the Force: (Force; 3 Force points) The next attack made by a character with this Force power is treated as a natural 20. You do not need to make an attack roll.

Vaapad-Style Fighting: This character scores a critical hit on a roll of natural 18, 19, or 20 instead of only on 20.

Vicious Attack: This character deals triple damage on a critical hit instead of double.

Vonduun Crab Armor [#]: When this character would take damage from any source, it makes a save against the stated number. If the save is successful, reduce the damage dealt by 10 points. Resolve this ability only after all Bodyguard decisions have been made.

wall: A wall is terrain that blocks movement and line of sight. A character can't move or make an attack through a wall. A character also can't move diagonally past a corner or end of a wall. Count around walls when determining the distance between two characters. Certain big obstacles count as walls, even if that's not really what they are.

Wall Climber: This character ignores difficult terrain, enemy characters, low objects, and pits when moving, as long as a square it occupies and a square it is moving into are bordered by a wall. This special ability otherwise works just like Flight.

Wheel Form: This character can move up to 18 squares if it does not attack.

Wheeled: Instead of taking its normal turn, this character can move up to 18 squares and, after moving, make an attack on the same turn.

Whirlwind Attack: (Force; 1 Force point) Instead of taking its normal turn, a character using this Force power can make two attacks against each enemy adjacent to it.

with lightsabers: Certain special abilities, such as Damage Reduction, list exceptions for enemies “with lightsabers.” It’s usually easy to tell whether or not a character has a lightsaber by checking whether its miniature has a lightsaber in hand, but a few characters do not have visible lightsabers. A character also counts as having a lightsaber if it has the Lightsaber special ability or a Force power whose name contains the word “Lightsaber.”

Wookiee: A Wookiee is any character with the word “Wookiee” in its name or that has the Wookiee special ability. Chewbacca and Tarfful also count as Wookiees.

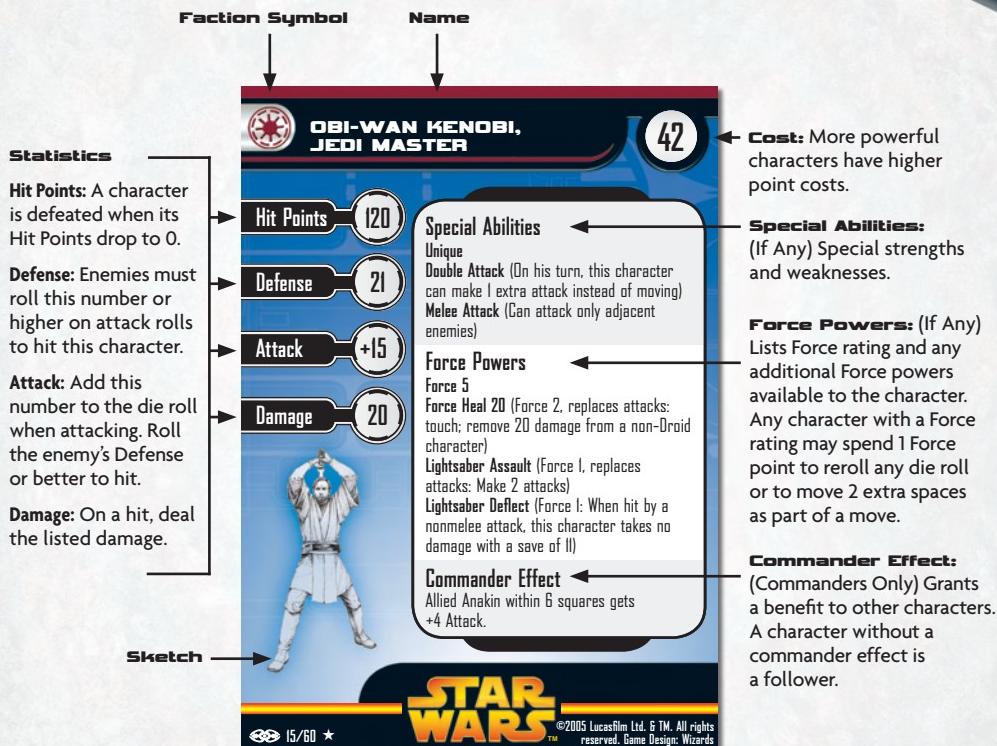
wounded: A character who has taken damage, reducing its Hit Points below its starting amount, is wounded.

Xizor’s Bodyguard: See Bodyguard on page 34.

Ysalamiri: Characters within 6 squares of this character cannot spend Force points. Characters within 6 squares of this character gain Force Immunity (see page 40).

EXAMPLE STAT CARD

(from the *Revenge of the Sith* set)



QUESTIONS?

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